THE WORLD OF DISNEY

MIRRORVERSE

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Disney
MIRRORVERSE

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WELCOME TO THE MIRRORVERSE!

There are two sides to every story.

There's the story you know—the familiar, the cherished, the beloved.

And the story you haven't heard—the unexpected, the mysterious, the surprising.

When the former crosses over into the latter, and the well known enters the unknown, you have the makings of a brand-new universe of high adventure!

This is DISNEY MIRRORVERSE, an alternate look into the worlds of Disney and Pixar from an exciting game about the stories you love, told in astounding new ways!

CHAPTER 1
WELCOME TO THE MIRRORVERSE

Long ago, in a realm far from our own, two brilliant stars of darkness and light collided!

This cosmic crash gave birth to two artifacts—the radiant Stellar Mirror and its sinister counterpart, the Dark Mirror. Together these dual reflectors created the Mirrorverse!

The Stellar Mirror was found by none other than Mickey Mouse. Or perhaps it was the Mirror that found him? In any event, the Mirror's Stellar Magic transformed Mickey into a wizard of epic proportions. But the Mirror didn't stop there—it altered characters across countless worlds, who were all gifted by Stellar Magic with incredible powers.

But the Dark Mirror fell into the hands of the evil wizard Jafar, who inadvertently shattered it while studying its secrets. Now known as the Fractured Mirror, it disappeared from Jafar's presence and came to Maleficent, who saw great potential even in its damaged state. With fell sorcery, she coaxed from the Mirror the Fractured, mindless entities of foul energy who seek only to destroy. Maleficent plans to use the Fractured to help her accomplish her goal—acquiring the Stellar Mirror.

And that is where our story starts, as Mickey gathers heroes from across many worlds for their ultimate purpose: to become Guardians of the Stellar Mirror and save the Mirrorverse from the threat of the Fractured!

Thus begins our guided tour through the rich realms of DISNEY MIRRORVERSE . . .

CHAPTER 2
THE GUARDIANS

Behold the Guardians . . . defenders of the Mirrorverse!

Like two sides of the same coin, the champions of DISNEY MIRRORVERSE are the same ones you may be intimately familiar with while also being intrinsically different in very specific ways.

Each Guardian has been recruited by Mickey Mouse to defend the Stellar Mirror and the worlds of the Mirrorverse at large from the ever-present threat of the Fractured Forces! This specially chosen crew of heroes and even ne'er-do-wells are altered and amplified versions of the ones you know from their Source Worlds.

Let's take a look and see how unique they truly are . . .

MICKEY MOUSE

STELLAR SORCERER

SUPPORT

Attributes

Attack	07
Defense	07
Focus	07
Vitality	09

Core Ability

Stellar Energy

Mickey gains a Stellar charge when an ally uses their special ability, granting attack buffs. When Mickey gains three Stellar charges, he activates his Mirror Shield buff, reflecting some incoming damage.

Special Ability

Cosmic Command

With three Stellar charges, Mickey knocks back and stuns enemies activating their special abilities. Five Stellar charges knock back and stun all enemies. The Stellar charges heal all allies and are consumed.

Signature Ability

Mirror Master

Mickey's Mirror Shield buff reflects additional damage back at his attacker as direct damage. Each time Mickey uses his special ability, he grants a Mirror Shield buff to all other allies.

Stellar Fortitude

Grants additional health at the start of the encounter.

Innate Strength

Grants additional attack at the start of an encounter.

Empowered Protection

Each time an ally activates their special ability, Mickey grants them a defense buff, plus extra defense for each Stellar charge on Mickey.

Focusing Light

Each time an ally activates their special ability, Mickey grants them a focus buff, plus additional focus for each Stellar charge on Mickey.

Power Cascade

Each time an ally activates their special ability, Mickey grants them an attack buff, plus additional attack for each Stellar charge on Mickey.

Stellar Boon

Each time Mickey activates his special ability, he grants all allies a Stellar Boon buff, reducing the cooldown of their next special ability. If Mickey is defeated before the buff activates, it is removed.

Who's the Leader of the Club?

Origin: *Steamboat Willie* (standard version, 1928), *Fantasia* ("The Sorcerer's Apprentice" version, 1940)

It always starts with a mouse . . .

Whether in comics, cartoons, games, or movies, this small, unassuming underdog with the iconic round ears overcomes any adversity thrown his way with the inner strength of a gentle giant! A boundless dreamer, **Mickey Mouse** makes everyone around him feel like anything is possible. Armed with an infectious laugh, a quick wit, and an unbreakable spirit, this plucky adventurer will *always* stand up for his friends and face any hardship head on—no matter the danger.

Transformed by Stellar Magic, Mickey found the **Stellar Mirror**, recruited and organized the **Guardians**, and took it upon himself to lead and protect the **Mirrorverse** from the threat of the **Fractured**!

Instantly iconic, Divergent Mickey takes his design cues from the 1940s *Fantasia* featurette "The Sorcerer's Apprentice." With the ability to activate the Stellar Mirror, Mickey is one of the few characters who have gained total mastery of **Stellar Magic**. No longer a simple apprentice, he is now a full-blown **Cosmic Gatekeeper**, calling upon others in the Mirrorverse brave enough to fight beside him.

The Sorcerer's Stupendous!

Admittedly, Mickey was a hard character for the design team to figure out. Since his backstory separated him from his crew, the Kabam team evolved his *Fantasia* design in order to mold him into a full-fledged Stellar Sorcerer that radiated agelessness, prestige, and wisdom. In fact, he's so cosmically competent that the inside of his cape contains an entire universe! But even cosmic conjurers should feel relatable. Tiny quirks like the cute bend in his hat or his mannerisms while casting feats in-game helped achieve that.

One of the coolest ideas for Mickey involved the direct evolution of his original *Sorcerer's Apprentice* outfit and colors (even giving him a beard) with the idea that hanging around Stellar Magic for so long had turned Mickey's fur white! The idea was scrapped, but it's wonderful to see.

Of Mice and Magic

One thing the design team joked about was: "The more concept designs you see, the harder it is to decide on something final." What helped to finalize Mickey was that everyone in the game has their own thing that they can do. Divergent Mickey, being the only character able to harness Stellar Magic and **Star Crystals** directly, was no different. This helped whittle his look bit by bit into something that felt iconic.

Wizards of Mickey

Making Mickey's outfit brilliant white with glowing gold rune-like trim reminiscent of the way that the Stellar Mirror looks felt like a good way to unify his design and backstory while also reinforcing the feel of a cosmically powered light mage. When the Star Crystal is carried into battle, the item breaks apart into shards, becoming actual Stellar Power that Mickey manipulates while casting magics. And it's the little things like that which help make him extra special.

BELLE

EXPLORER MAGE

SUPPORT

Attributes

Attack	04
Defense	06
Focus	04
Vitality	06

Core Ability

Enchanting Defense

At the beginning of each combat, all party members are granted a defense buff for the duration of the encounter.

Special Ability

Healing Bloom

All allies heal over time. Belle has a chance to grant armor to all allies.

Signature Ability

Nature's Spell

Belle's special ability gains an additional chance to grant armor to allies.

Nature's Voice

Grants extra health at the start of an encounter.

Forgotten Knowledge

Grants extra focus at the start of an encounter.

Healer's Touch

Heals from Belle are stronger.

Enchantment Enhancement

Whenever Belle activates a Heal on an ally, that ally gains a temporary defense buff.

Active Growth

When Belle's core ability activates, all allies gain extra armor.

Reflexive Restoration

When Belle's core ability activates, all allies also heal over time. Activation will occur during combat when a teammate reaches low HP.

Bright and Adventurous!

Origin: *Beauty and the Beast* (1991)

Belle, the free-spirited, intellectual daughter of an inventor, found herself yearning for adventure beyond the quiet, provincial French village she once called home. She got her wish when, in order to save her father's life, she became the unexpected prisoner of a cursed prince, the **Beast**!

Belle's divergent origin takes a very different path from that of her Source World inspiration. After aiding the **Enchantress** who cursed the Beast, *Mirrorverse*'s Belle is gifted her own rose. Donning a cloak inspired by her winter look, Belle wields a grimoire of spells. Now she's writing her own adventure, and the rose is the source of her healing and defensive powers instead of a curse!

Belle was created very early in *Mirrorverse*'s development. Because of this, her current look could not have come about without heavy brainstorming on what actually constitutes the look of a Divergent Guardian!

An Inventive Design . . .

Belle's Source Universe led into a very natural and easy design for her divergent counterpart. Her core love of reading translated into a magic she could take with her and was a natural fit! In addition to that, Source Belle had very strong characteristics which helped Divergent Belle's design come along effortlessly once a direction for the Guardians' designs had been decided upon.

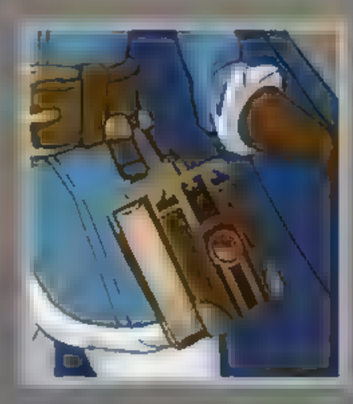
However, this couldn't have happened without a bit of brainstorming as to what a Guardian would look like . . .

A Prototypical Guardian . . .

In terms of *Disney Mirrorverse*'s development, Belle is super special because she served as the design inspiration for all other Guardians, resulting in elements you won't see with other characters! Belle was used to ask design questions such as "What would a mage, a swordsman, or a tinkerer look like? A literal beastmaster? What about supporting-character interactions like **Lumière** or the Beast?" At the same time, that doesn't make her a base template, because these ideas, like the other Guardians' divergences, were specific only to her!

"What about Belle?"

Belle's early designs weren't based on the idea of a single backstory—that came later. Instead, the design team asked questions about the *ideas* behind story line divergences. For example, the question "What if Belle was a champion of knowledge or a spellbinder?" led to her owning her own rose and grimoire. This process allowed them to solve crucial design aspects early in *Mirrorverse*'s development!



SULLEY

FEARSOME PROTECTOR

TANK

Attributes

Attack	07
Defense	05
Focus	01
Vitality	07

Core Ability

Armor Up

Sulley gains armor at the start of each combat in an encounter.

Special Ability

Sulley Slam

Sulley deals extreme damage and knocks back all enemies around him. Sulley has a chance to stun all enemies hit.

Signature Ability

Fierce Protector

When Sulley or one of his allies drops below 20% HP for the first time in an encounter, he gains an attack buff and lures all enemies for the remainder of that combat.

Defensive Plating

Grants bonus defense at the start of an encounter.

Force Multiplier

Grants bonus attack at the start of an encounter.

Seismic Surge

Sulley's special ability deals additional damage.

Emergency Backup

When Sulley drops below 50% HP for the first time in an encounter, he gains armor.

Kinetic Transfer

When Sulley activates his special ability, he gains armor for each enemy target hit.

Enhanced Armor Core

Sulley's core ability grants additional armor when activated.

Here There Be Monsters!

Origin *Monsters, Inc.* (2001), *Monsters University* (2013)

Fiercely protective and monster-ously outgoing, James Patrick Sullivan, better known to his friends as **Sulley**, is a top-level scarer at **Monsters, Inc.**, along with his partner and best friend, **Mike Wazowski**! But their world turns topsy-turvy when they uncover a truly terrifying company conspiracy that affects all of **Monstropolis** after accidentally becoming the guardians of a young girl nicknamed **Boo**!

Stellar Magic affects more than just weaponry and magic! In this case, it bolsters Sulley's natural leadership ability, allowing him to convince a subgroup of Monsters, Inc., employees to covertly research ethically sourced scream collecting. As a result, both he and Mike use custom-developed tech to shield and stun the **Fractured**!

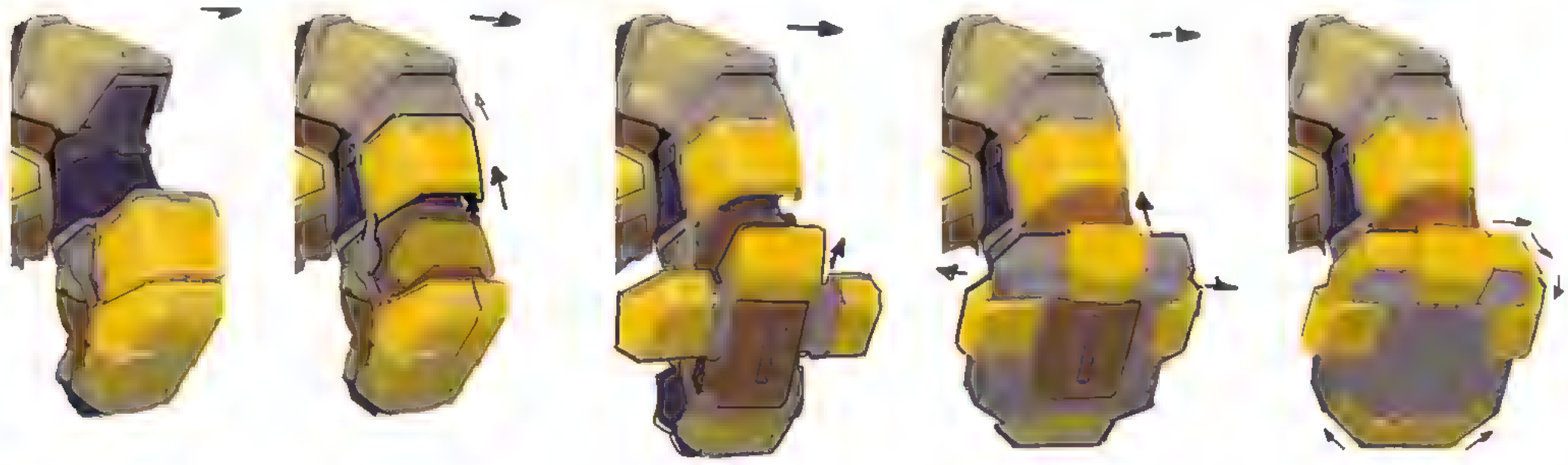
Equipped for the art of defense, Sulley's divergent armor is indicative of the retro-industrial 1950s–'60s aesthetic of *Monsters, Inc.* The design team needed to transform Sulley in a way that took him to new heights. So how do you make a big, strong dude even bigger? You bulk him up even more! Augmenting his crazy strength with power armor helped serve that purpose. This isn't the slim Sulley of *Monsters University* or the dad-bod Sulley of *Monsters, Inc.* Instead, Divergent Sulley is a scare-factory-fueled linebacker!

Creature Feature!

In the earliest designs, Boo was incorporated into Sulley's armor, but it felt both counterintuitive and extraneous that he would bring someone he's trying to protect into the heat of battle. Since she didn't add anything to the design, the focus changed to zero in on Sulley himself. Luchador-styled armor was considered, and ultimately, this evolved into the power-suit concept you see now.

The Scare Tactics of an Open-Door Policy

Think of Sulley as a mobile scare factory due to the use of specialized scare-floor tech! Because people and the Fractured are terrified of his imposing figure, their scream energy powers his gauntlet, and, through his special attack, this allows his door to open, unleashing a blast of raw energy!



The Monster at the End of This Design

While scream canisters serve as a source of power and the door acts as a conduit for attaining that power from our world, here the idea is that Divergent Sulley uses his adversaries' screams as a sustainable means of powering himself. This allows him to become an offensive and defensive tank, directly indicative of the most endearing character traits from his source version.

MALEFICENT

DRACONIC MAGE

RANGED

Attributes

Attack	08
Defense	02
Focus	07
Vitality	06

Core Ability — **Cruel Curses**
Basic and heavy critical hits inflict Shock and a defense debuff instantly until the end of the encounter.

Special Ability — **Dragon's Rage**
Maleficent deals major damage to all enemies. If the opponent has a defense debuff, they are inflicted with Burn, dealing additional damage.

Signature Ability — **Merciless Vengeance**
Maleficent's defense debuffs are increased. When she inflicts an enemy with three defense buffs for the first time, she inflicts Shock, dealing damage until the end of the encounter.

Cunning
Grants focus at the start of an encounter.

Rage
Grants additional attack at the start of an encounter.

Vengeful Cruelty
Once per encounter, when Maleficent is at 75% HP or below, she gains a critical damage buff.

Vengeful Spite
Once per encounter, when Maleficent is at 50% HP or below, she gains a focus buff.

Vengeful Wrath
Once per encounter, when Maleficent is at 25% HP or below, she gains an attack buff.

Electrociasm
Maleficent's Burns and Shocks are increased.

Mistress of All Evil!

Origin: *Sleeping Beauty* (1959)

Insulted by not being invited to the christening of **Princess Aurora**, this petty, vengeful powerhouse single-handedly ruined **King Stefan**'s kingdom *and* cursed Aurora to die by pricking her finger on the spindle of a spinning wheel before the sunset of her sixteenth birthday!

In the Mirrorverse, **Maleficent** discovers that **Stellar Magic** has actually weakened her. Channeling transformation magic to maintain her power, she unleashes raw, untamed chaos in her draconic form to sear her enemies with fire and lightning! Now she's harnessed and consolidated her magic so often that she remains trapped in a state between sorceress and dragon, but the more draconic she grows, the more temperamental and spiteful she becomes . . .

A divergent character's personality will always dictate the design. Even though Maleficent is seen as a classic Disney villain, it's entirely *who* she is and *what* she is capable of that dictate *why* she looks so powerfully epic!

Creeping Beauty

In creating Maleficent's divergent look, the design team asked themselves, "How can we maintain her iconic dragon and fairy designs while also pushing those looks to the edge of what they could be?" The solution was simple! What if she were both a dragon *and* a fairy at once? Using the story element of Stellar Magic to guide her divergent aesthetic, the Kabam design team merged the raw power of her iconic dragon form with her cunningly evil fairy-hybrid look to create an iconic design that *Disney Mirrorverse* could call its own!

Maleficent's divergent design is not armor but a powerful melding of her fairy and dragon forms. Her dragon's spine, the vestigial cloak wings (plus the larger wings that encompass her cape), and even the scaly chest plate are now all a part of her. This isn't just armor—it's two forms in one as she wields her iconic dark fairy staff, complete with her bright green dragon flame, to command the powers of hell!

The Darkest Fairy

The design team knew that they wanted to blend her iconic designs, but finding the right blend of fairy and dragon was no small feat. And while her distinctive staff is ever present, as is the green flame, how it was implemented changed as the design progressed. Ultimately, restraining her abilities justified the more draconic elements of her design.

JACK SPARROW

CURSE COLLECTOR

SUPPORT

Attributes

- Attack 04
- Defense 02
- Focus 05
- Vitality 06

Core Ability — **Collector's Curse**

Jack Sparrow gains a Curse charge if he has less than three curses. Jack has a chance when dealing and receiving a hit to gain a Curse charge.

Special Ability — **Cleansing Tide**

Jack Sparrow cleanses all attribute debuffs from each ally. He consumes all Curse charges and heals all allies slightly, plus extra HP per charge consumed and cleanse an attribute debuff.

Signature Ability — **Blessed Curse**

Each time Jack scores a critical hit, he inflicts a focus debuff on his target.

Collector's Code

Grants extra health at the start of an encounter.

The Interceptor

Grants focus at the start of an encounter.

Mounting Affliction

On activation, Jack Sparrow's core ability has a high chance to grant an additional Curse charge.

Sympathy

Jack Sparrow's special ability's healing is increased and has an additional increase per Curse charge attached when cast.

Tempting Fate

When Jack Sparrow accumulates ten Curse charges, the next time he casts his special ability, enemies are inflicted with a focus debuff.

Fortune's Fool

Jack Sparrow's special ability now has a high chance to add a focus buff to the party for the rest of the encounter.

Captains Outrageous

Origin: *Pirates of the Caribbean* (2003)

Captain Jack Sparrow is one of the most infamous pirates to ever sail the Seven Seas. Charismatic, swagger-y, and always working an angle, he commands his not-entirely-trustworthy crew aboard his ship on epic adventures against rowdy rivals and wicked adversaries like **Captain Barbossa**, **Davy Jones**, and **Lord Beckett**! Though still a bit of a rogue, he's unwaveringly faithful to his crew and supports them even when "there be squalls ahead."

Branded by the **Black Spot**, Divergent Jack's right arm has been transformed by Stellar Magic, allowing him to turn his many curses to his advantage. By manipulating the mystical effects within him, he can channel his curses to help his friends and harm his foes!

Curse of the Mirrorverse!

Jack is one of the few characters who have had different designs throughout their source material. For Jack, this includes an Aztec-curse version, a tribal leader, and other cursed looks. This made creating his *Mirrorverse* version tricky, because the goal was to make his divergent design stand out from the source material. Ultimately, the design team chose the branding of the Black Spot as inspiration, focusing on his right arm and what the curse would actually mean for his divergent design!

Seadog Style

A key aspect of Jack's divergent design was finding balance. In the movies, apart from the trinkets he'd been gifted, Jack always traveled light, so the design team felt his divergence should reflect that! He is a combination of iconic elements, as shown in his dress and the look of his arm.

The Composition of Cursed

The design team had to find characteristics that anchored his divergence to a theme that represented his core trait—cursed but lucky! The tide will always rise and fall in his favor.

MULAN

ONE-WOMAN ARMY

MELEE

Attributes

Attack	07
Defense	06
Focus	02
Vitality	04

Core Ability — **Dual Blades**
Mulan's basic attacks hit enemies in a wide arc. If Mulan has no defense buffs, her heavy attacks grant a defense buff.

Special Ability — **Ancestral Swords**
Mulan deals extra damage over time to enemies in a surrounding area.

Signature Ability — **Heaven's Deflector**
Whenever Mulan activates her special ability, she gains armor.

Imperial Training
Grants bonus attack at the start of an encounter.

Family Armor
Grants bonus defense at the start of an encounter.

Tempered Blades
If Mulan hits multiple enemies with a basic attack, she gains an attack buff. This buff does not stack.

Ancestral Protection
Whenever Mulan activates her special ability, she gains a defense buff for the duration of the special ability. This buff does not stack.

Sharpened Blades
Basic attacks have a chance to inflict a Wound that deals extra damage.

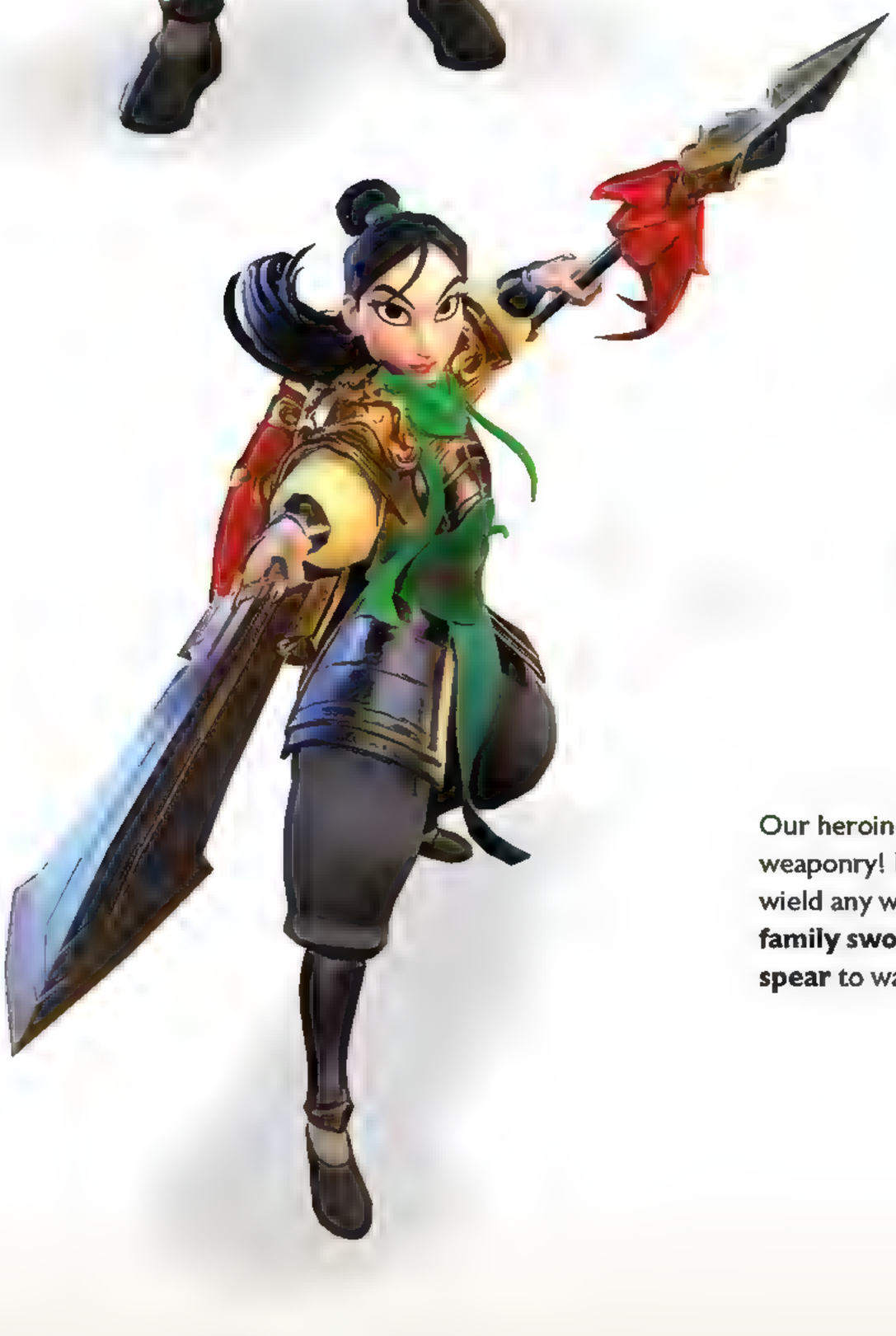
Emperor's Crest
The duration of Mulan's special ability is increased.

Ancestral Spirit

Origin: *Mulan* (1998)

Fa Mulan's strong will as the daughter of a war veteran led her to uphold her family's honor. When her father, **Fa Zhou**, was called into battle to defend China from the megalomaniacal threat of **Shan Yu**, Mulan took his place in secret as a male soldier named **Ping** . . .

But there's no need to hide her identity in the Mirrorverse! Here, **Stellar Magic** has bolstered Mulan's warrior spirit, allowing her to call upon the combined knowledge and strength of the greatest ancestral warriors of all time in order to combat the existential threat of the **Fractured**!



Our heroine has a lot going on, because she is now a master of all weaponry! Extremely proficient with a sword, Divergent Mulan can wield any weapon in her arsenal, but primarily she uses her iconic **family sword** (now beefed up into a wider version) and a **pole arm spear** to wage a one-woman war!

We'll Make a Guardian out of You!

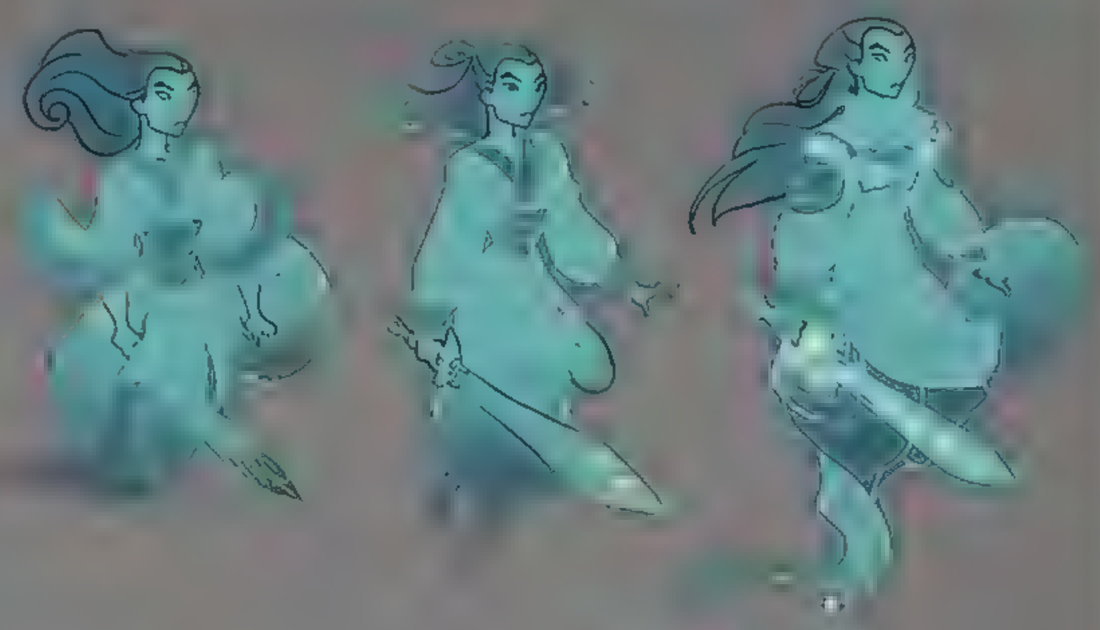
Mulan can call upon the spirits of her ancestral warriors in battle to form her own army! The design team was also careful to maintain her general color palette and make sure that her movements made sense with the weight and speed of the weaponry. While it would have been easy to darken her colors and make her look like a generic soldier, using bright greens, blues, and golds with red accents not only helped her pop but also kept her spiritually connected to her source design!

Weapon of Choice

The Kabam design team was obviously keen on Mulan's spear and sword, but they aren't her only weapons! The ones she carries on her back tie in to her ancestors, which also tie in to her Mirrorverse design. When Mulan performs special attacks, she uses this variety of weaponry to fight! The colors of the weaponry were purposefully chosen to be as colorful as her outfit. Furthermore, all the weapons' principal shapes and designs are inspired by the era of the source material!

A Girl Worth Fighting For

Early ideas of Divergent Mulan actually had her spiritual ancestors manifest themselves as she attacked. These spectral ancestors would have carried out her weaponry and helped her perform specific special attacks! While this aspect was ultimately scrapped, the idea remained and evolved into her wielding all her acquired weaponry with absolute mastery.



HERCULES

WINGS OF OLYMPUS

MELEE

Attributes

Attack	09
Defense	04
Focus	04
Vitality	04

Core Ability — **Favored Son**

Hercules gains an attack buff when he hits a target. Hercules gains a focus buff when he is hit by his target. Buffs are removed if he changes targets.

Special Ability — **Gift of Olympus**

Hercules deals major damage to his current target and inflicts knock back. Hercules gains an attack buff for each enemy in combat.

Signature Ability — **The Perfect Gift**

Whenever Hercules defeats an enemy, he gains an Indestructible buff for a short time.

Ares' Strike
Grants an attack bonus at the start of an encounter.

Aphrodite's Protection
Grants defense at the start of an encounter.

Artemis' Shield
Anytime Hercules takes damage from his target, he gains a defense buff. These buffs are removed when Hercules changes his target.

Poseidon's Surge
Hercules's special ability deals additional damage when cast.

Athena's Tactics
The attack buffs granted by Hercules's core ability provide an additional attack bonus.

Dionysus' Influence
Hercules's special ability inflicts Stun on his target for a brief period.

The Dreamboat Demigod!

Origin: *Hercules* (1997)

Tricked into drinking **Hades**'s mortality potion as a baby, **Hercules** was raised as a farm boy after being banished from Mount Olympus. Yearning for more, he was shocked to discover his godlike strength was due to his being a demigod—the son of **Zeus** and **Hera**, king and queen of the Greek pantheon! With the aid of his winged horse, **Pegasus**, and the centaur **Philoctetes**, Herc attended school while training to become a great hero. Now an adult, Herc is the personification of heroism and the absolute selfless best he can be! But Hades, aware that Hercules survived and eager to kill him, has a plan involving a woman named **Megara** . . .

Stellar Magic has amplified Divergent Hercules's bond to the **gods of Olympus**. His strengthened connection allows Herc to call on the pantheon's powers as he fulfills his destiny to selflessly walk the path of a true hero! With a design that melds the wings of Pegasus with his iconic adult outfit, Herc is now tricked out for his efforts to combat the **Fractured**.

Splash of the Titans!

Herc was hard for the Kabam team to develop because he was already a demigod to begin with. The god Herc at the end of the movie was entirely out because a godlike character already exists in the game in the form of **Genie**, so what do you do to evolve him without evolving him too much? You dial him down. Shin guards, light armor, gauntlets, fur for texture instead of a cape, and then wings for *temporary* flight! And since Divergent Herc doesn't have Pegasus, notice the subtle horse motif on the gauntlets and on his back!

Hercules and the Matter of the Mirrorverse

As you can see on the opposite page, early designs gave Herc *too much* of what he needed. He was already a powerhouse! Ergo, Divergent Herc hasn't completed his trials and can only become a hero by protecting the Mirrorverse! Calling on the gods would give him too much power, so his adornments are blessed by them instead (notice Zeus's lightning bolt on his sword), which keeps him grounded with the rest of the cast. Problem solved!

Superhero to Hero

More than any other character on the roster, Hercules is about balance. The best thing about him is that he's this adorkable cornball with Superman-level qualities. Dialing him down was necessary in order to prevent a game breaker. The addition of wings allowed the design team to retain his connection to Pegasus without having him ride a horse that would have kept him airborne all the time. And preventing him from channeling godlike powers while giving him the alternative of god-blessed weapons keeps him manageable.

GASTON

MERCILESS BEAST HUNTER

RANGED

Attributes

- Attack 07
- Defense 02
- Focus 07
- Vitality 04

Core Ability — Thrill of the Hunt

Heavy attacks inflict a Wound on Gaston's target, dealing damage over time. While the enemy's inflicted with Wound, Gaston gains extra critical chance. Gaston's critical hits purge a defense buff from his target if they are inflicted with Wound.

Special Ability — Fatal Wound

Gaston fires an arrow at his target which deals major damage on hit. If Gaston's target is inflicted with Wound, he deals an additional damage.

Signature Ability — No Mercy

When Gaston damages an enemy below 30% HP, he gains an attack buff.

Broadhead Bolts

Grants an attack bonus at the start of an encounter.

Target Practice

Grants focus at the start of an encounter.

Insult to Injury

Each time Gaston purges a defense buff from his target, he has a higher chance to inflict a Wound, dealing damage over time.

Prized Possessions

Each time Gaston defeats an enemy, he gains a focus buff for the duration of the encounter.

Intimidate

Enemies close to Gaston receive a defense debuff.

Snare

Gaston's special ability roots his target for a brief period.

He's the Most Gorgeous Thing He's Ever Seen!

Origin: *Beauty and the Beast* (1991)

Beneath **Gaston**'s bravado, handsome looks, and virile swagger lies an arrogant, chauvinistic, and egotistical paragon of toxic masculinity. Gaston is a popular hunter who is determined to make **Belle** his own, and his unchecked narcissism will *never* allow any understanding of honest rejection. When Gaston wants something, demands something, or sets his sights on his prey, he gets it—by hook, crook, or force. And in the rare cases where he *doesn't* get what he wants, he turns into a dangerous, remorseless villain. If he can't have it, no one else can either . . .

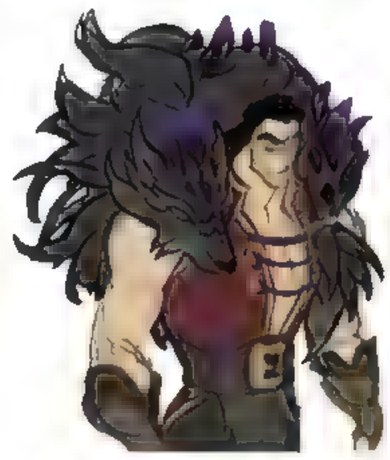
Loving nothing more than gazing at his own reflection, this vain outdoorsman has had his beast-hunting abilities supercharged by **Stellar Magic**. His senses are more savage, his physical strength greatly enhanced, and he's armed with a ghastly bow gun made of bleached animal bones—it's now undeniable to say that "*No one* hunts like Gaston."

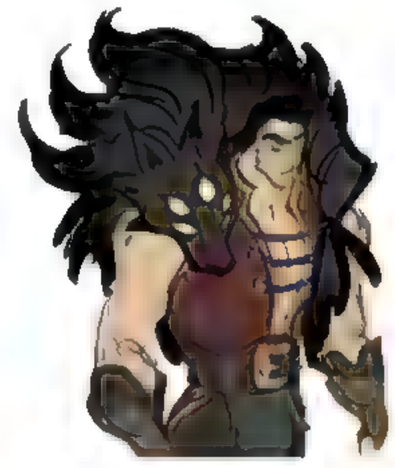
The Beast Within . . .

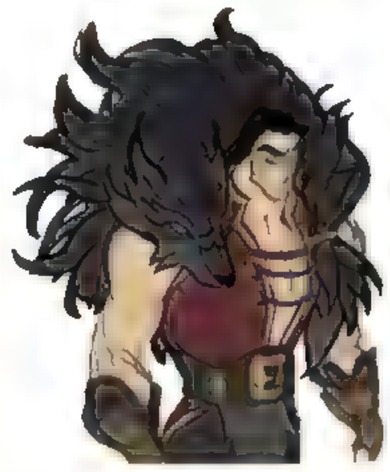
There's a deep irony to Divergent Gaston's design. Without the calming, counterbalancing presence of Belle, Gaston has become nearly feral—or rather, he's become "beastly." In search of the only woman he wants (or rather, the only one who's told him no), he's out in the Mirrorverse hunting for Belle, becoming more and more like a warped reflection of the beasts he seeks to kill. The trick, however, was not making him *too* beastly or feral, as you can see in the designs below.

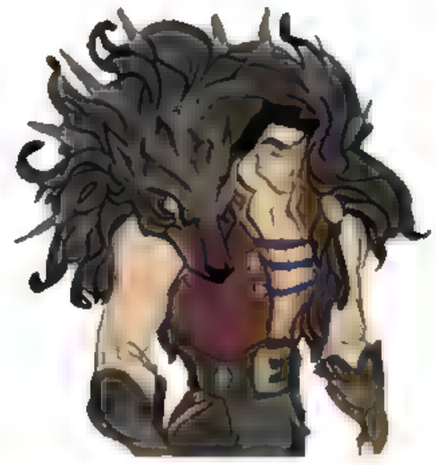
A Musclebound Maniac!

Going too dark was out. Making him too evil, or too much of a beastmaster, contradicted Gaston's proud bearing. So Kabam's design team dialed it back, resulting in the concepts you see before you. He's still a hunter but broader in the shoulders, bigger, and more macabre, thanks to his weaponry and ghoulish, unidentifiable animal pelt.









Trophies Galore . . .

Speaking of ghoulish, there's really no other way to describe the absolutely horrid bleached animal-bone crossbow that Gaston now carries as a weapon. While the bones themselves are mostly unidentifiable by design, some pieces of it are not—like the bizarre double-ended antlers with an actual spinal column at the center. Gaston's self-crafted weaponry is perfect for a fractured man out hunting the actual Fractured!

RAPUNZEL

ILLUMINATED WARRIOR

MELEE

Attributes

Attack	08
Defense	04
Focus	03
Vitality	06

Core Ability

Solar Strength

When Rapunzel completes four consecutive basic attacks, she gains an attack buff. After using her special ability, these buffs are removed.

Special Ability

Rising Sunshot

Rapunzel deals extreme damage and inflicts knock back. Once per encounter, if Rapunzel uses her special ability and is below 50% HP, she heals over time.

Signature Ability

Healing Rays

Once per encounter, if Rapunzel uses her special ability and is below 50% HP, she heals allies.

Cast Iron Will

Grants extra attack at the start of an encounter.

Sun's Warmth

Grants extra health at the start of an encounter.

Pan-O-Rama

Whenever Rapunzel has four attack buffs from her core ability, her special ability will also deal bonus damage and knock back all enemies in a small area around her.

Reinforced Iron

When Rapunzel deals the last hit on an enemy target before it's defeated, she gets an attack buff.

Helping Hand

Attack buffs from Rapunzel's core ability provide an additional attack buff.

Flower's Blessing

Rapunzel's special ability heals additional HP.

Hair Trigger!

Origin: *Tangled* (2010)

"*Rapunzel, Rapunzel, let down your golden hair . . .*"

Rapunzel, the princess of the kingdom of **Corona**, was known for her long, flowing, magical hair! Unfortunately, she'd spent eighteen years of her life locked away in a tower due to the Machiavellian evil of **Mother Gothel**. With the aid of a thief named **Flynn Rider**, Rapunzel escaped her tower, filled with excitement and determination to find out for herself what the outside world was really like . . .

Stellar Magic has amplified Rapunzel's hair, giving it incredible strength, healing powers, and the ability to act like a prehensile limb, allowing her to lift and carry objects that would normally be far too heavy!

Rapunzel's hair isn't "alive"—it's an extension of who she is as a character! It doesn't move on its own; she moves it both seamlessly and flawlessly in battle. Her hair was created to feel like a character and have personality without being its own sentient life form.

Hair We Go!

Right from the start, the design team wanted to maintain Rapunzel's fiery nature in battle through the use of her hair as a partner, along with the ability to wield her pan as a legitimate weapon! Now she's armored up, not too dissimilar to the Corona Kingdom guards. This makes her divergent self an extreme version of her source self—a pan-wielding, hair-swinging heroine infused with powerful **Stellar Magic**! Her iconic hair is entirely what people think about when they hear "Rapunzel," so it made sense to make that a part of who she is as both a **Stellar Warrior** and a **Stellar Healer**!

Be Knot a Frayed, Hair-oine!

Rapunzel wields her pan and molds her hair around herself not for protection, but because they're both integral parts of her. After eighteen years of being trapped in a tower and told the outside world is scary, she protects herself as best she can and grabs her pan, which she has modified for everyday battle! Rapunzel has a fearless and resourceful nature that proves she can stand on her own—even barefoot!

Hair, There, and Everywhere!

Earlier versions of Rapunzel had her using her hair in crazy ways, almost as if it were alive. Notice how she holds herself up and flares it out like a sun to match Corona's emblem. Here, the hair has torque and a wild kinetic energy that was dialed down for her current look.

BUZZ LIGHTYEAR

PROTOTYPICAL SPACE RANGER

RANGED

Attributes

Attack	07
Defense	03
Focus	07
Vitality	04

Core Ability

Disruptor Pulse

Buzz's basic attacks remove armor from enemy targets. Buzz's heavy attacks remove armor and have a chance to inflict Shock damage. After a dash, Buzz gains a focus buff.

Special Ability

Disruptor Cannon

Buzz deals massive damage to enemies in a line, removing their armor. Enemies hit by Buzz's special ability are inflicted with Shock. If already affected by Shock, they are stunned.

Signature Ability

Disruptive Plating

When Buzz uses his special ability, he gains extra armor.

Targeting System

Grants extra focus at the start of an encounter.

Terillium-Carbonic Alloy

Grants extra defense at the start of an encounter.

Focus Fire

When Buzz's attack removes all of an enemy target's armor, he receives a focus buff that lasts until the end of the encounter.

Energy Shield

Critical hits give Buzz a defense buff that lasts until the end of the encounter.

EMP Modulator

If an enemy target has no armor, critical hits from Buzz's basic attacks inflict a Shock.

Disruptor Upgrade

When Buzz activates his core ability, he removes more enemy armor. The Shock from Buzz's special ability deals additional damage.

To Infinity . . .

Origin: *Toy Story* (movie version, 1995), *Buzz Lightyear of Star Command* (animated series version, 2000)

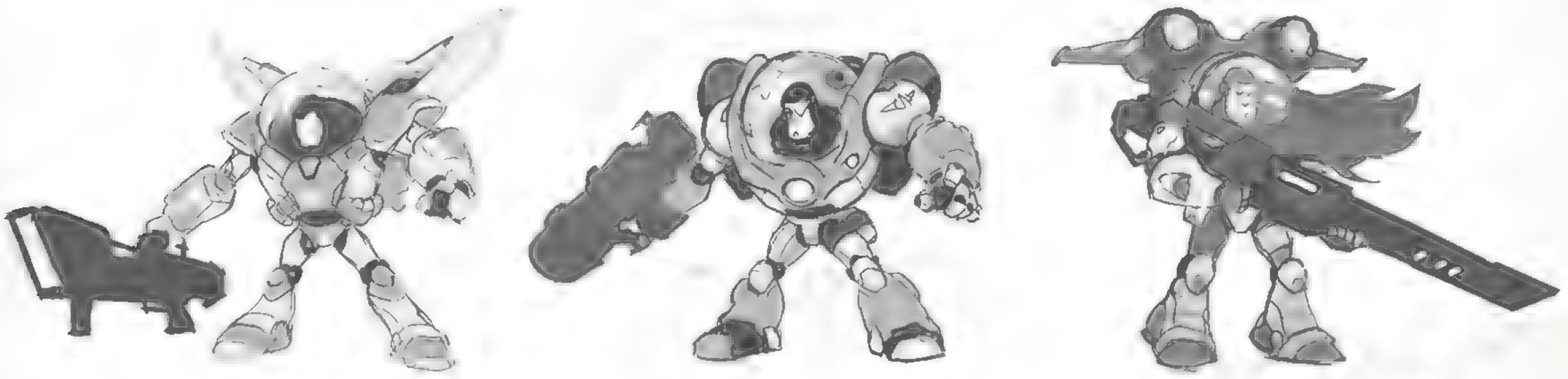
In one universe, **Buzz Lightyear**—one of many children's toys from the sci-fi **Star Command** franchise—is an action figure originally belonging to **Andy Davis**. In another universe, he's captain of the **Galactic Alliance**'s top **Space Ranger** team—sworn to protect the galaxy from the forces of **Evil Emperor Zurg**! But in the **Mirrorverse**, Buzz's courage has been supercharged, which has allowed him to become Star Command's premier "prototype" Space Ranger!

Responsible for testing the newest, most advanced tech, Divergent Buzz has become a Guardian to both survey and learn from the Mirrorverse's strange inhabitants for the advancement of Star Command and Space Rangers everywhere!

Courageous and dutiful, Buzz in his new suit is far from your average plaything! Literally flying into battle, he has a new arsenal that includes laser energy wings, realistic space boots, and armor-blasting disruptor cannons. It is far more tricked out than his *Toy Story* and *Star Command* versions ever were, making him a powerhouse for the **Fractured** to contend with!

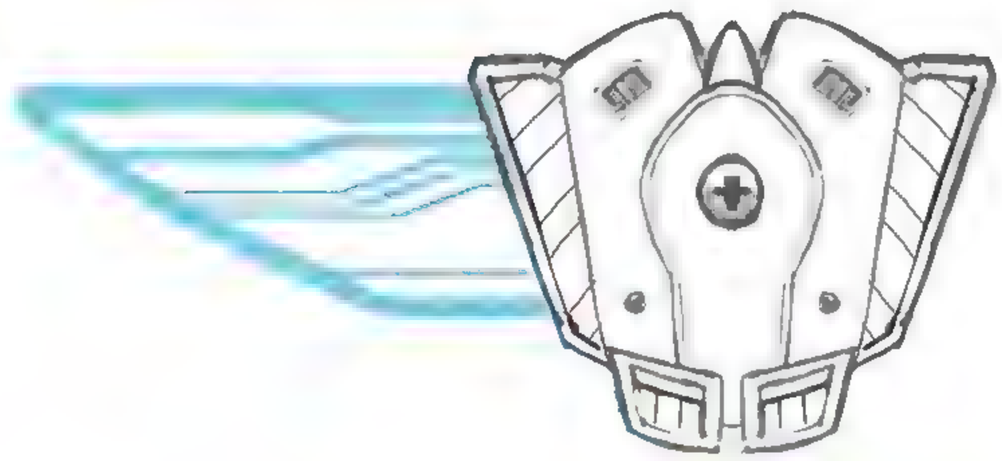
. . . And beyond Infinity!

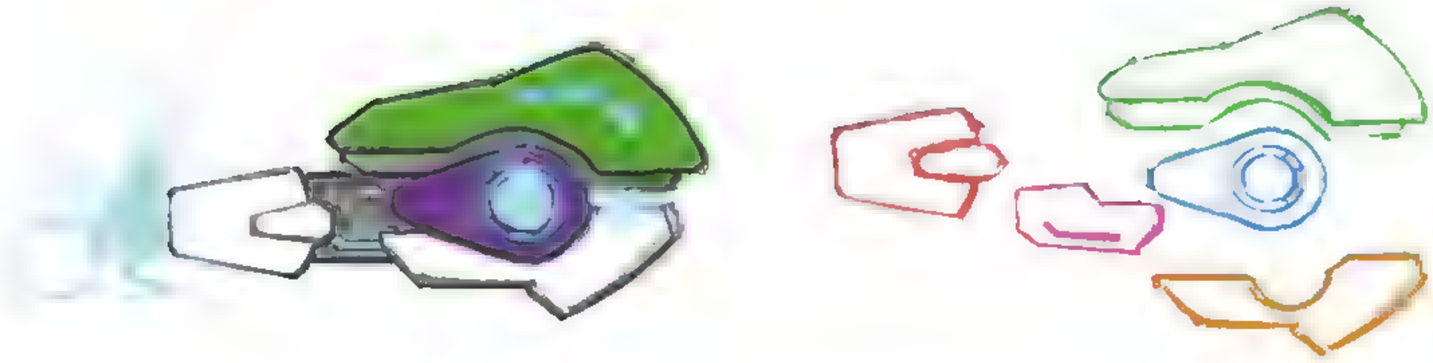
The first problem Kabam had to solve was "Is Buzz a toy or a man?" The best answer: he's bits of both. Having the *Star Command* version as a base, Divergent Buzz is more seasoned in terms of design and story than the original *Toy Story* version. This allowed Kabam to keep his iconic toy shape and silhouette while tweaking the details. Instead of physical wings, the choice was made to go with laser wings for a different aesthetic. Meanwhile, his color palette is now military inspired, reminiscent of green fatigues and toned down from the bright hues of the cartoon and movies.



Buzz Lightyear of Mirrorverse Command

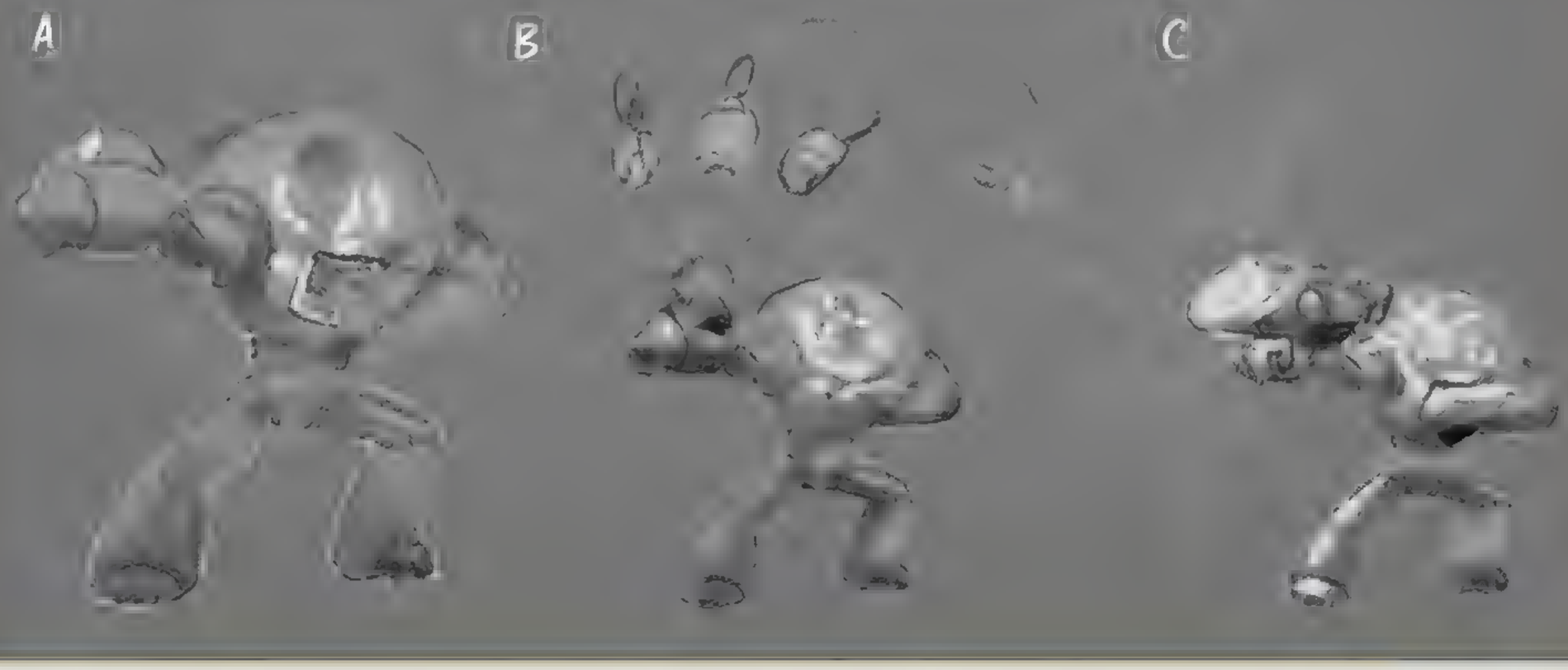
As seen on the opposite page, in order to maintain Buzz's space aesthetic without going overboard on the military aesthetic, the team created a large mounted arm cannon instead of handheld blasters. Storywise, this reflected Star Command's need to have Buzz test their newest gear. Also, toning down his helmet shield kept his face recognizable—so balance in all aspects was key.





Go-Go Superpower Space-Hero Toy Ranger!

A unique idea for Divergent Buzz was making his laser wings and his arm cannon the same item! Basically, Buzz flies in and takes aim (A). The cannon mounts fly off of Buzz's back (B), augmenting themselves into his arm (C) and beefing up the blaster considerably. He's Andy's wildest dream of a toy with the awesomeness of being a man.



OOGIE BOOGIE

DICEY HEAVY HITTER

TANK

Attributes

- Attack 05
- Defense 08
- Focus 01
- Vitality 08

Core Ability — **Oogie's Bugs**
Oogie releases bugs after receiving four hits. Each bug inflicts the attacking enemy with a permanent attack debuff. If four attack debuffs are stacked, the next one applied is temporary.

Special Ability — **Wheel of Misfortune**
Oogie deals massive damage and knocks back the current target. Oogie's Bugs are activated, targeting all enemies. If the enemy target has four attack debuffs stacked, the next attack debuff applied is shortened.

Signature Ability — **Stunning Swarms**
Oogie's Bugs have a chance to stun enemy targets. Oogie's special ability deals additional damage.

Loaded Dice
Grants an attack buff at the start of an encounter.

Creepy Carapace
Grants a defense buff at the start of an encounter.

Black Widow Charm
Whenever Oogie hits an enemy with his special ability, the target becomes attack buff blocked.

Two-Headed Coin
When Oogie uses his special ability, he either deals an additional damage or activates Oogie's Bugs, targeting all enemies.

Weighted Wheel
Oogie's special ability deals an additional damage and purges attack buffs from the target.

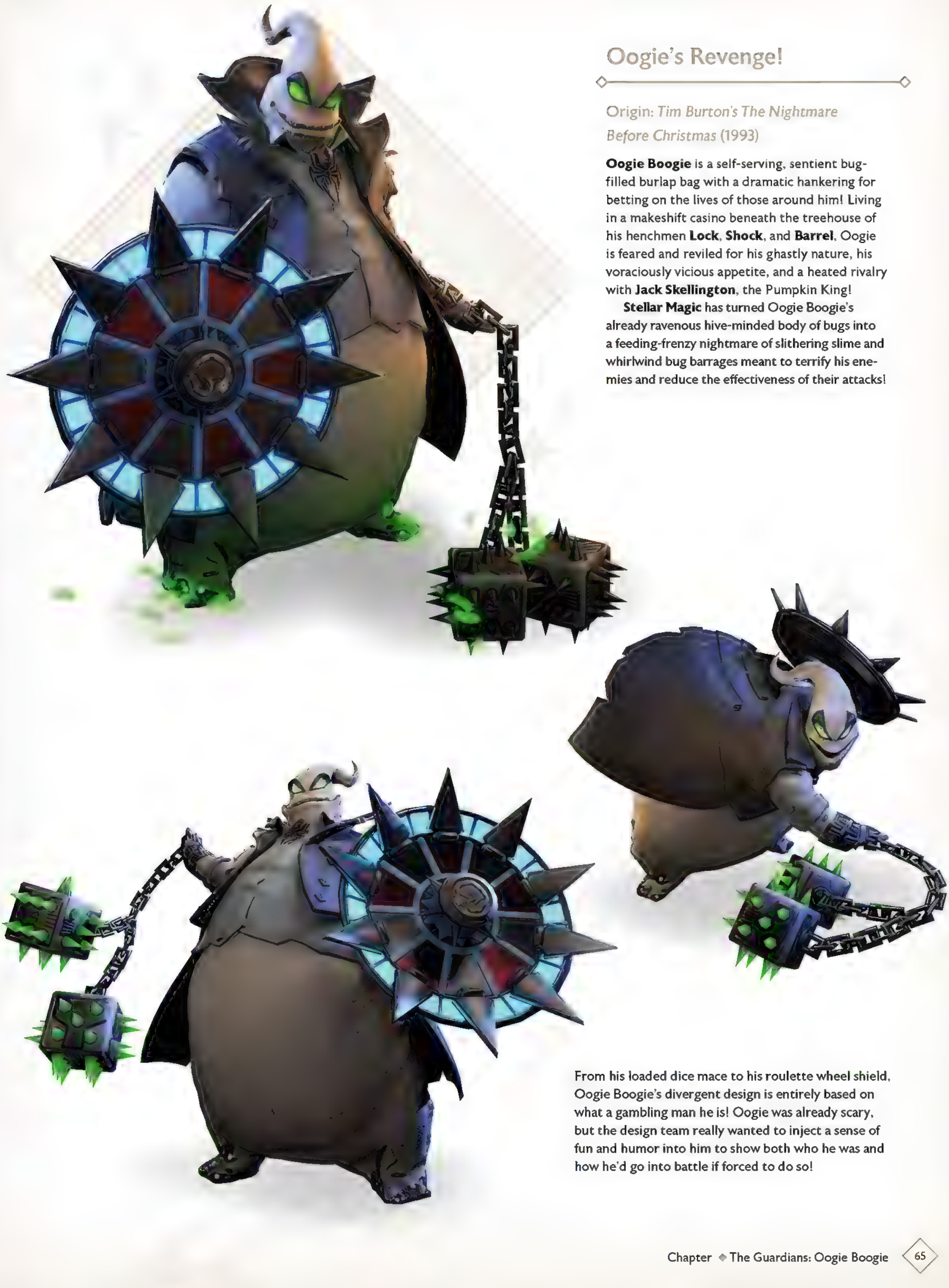
Boogie Bug Bites
Oogie's Bugs deal extra damage.

Oogie's Revenge!

Origin: *Tim Burton's The Nightmare Before Christmas* (1993)

Oogie Boogie is a self-serving, sentient bug-filled burlap bag with a dramatic hankering for betting on the lives of those around him! Living in a makeshift casino beneath the treehouse of his henchmen **Lock**, **Shock**, and **Barrel**, Oogie is feared and reviled for his ghastly nature, his voraciously vicious appetite, and a heated rivalry with **Jack Skellington**, the Pumpkin King!

Stellar Magic has turned Oogie Boogie's already ravenous hive-minded body of bugs into a feeding-frenzy nightmare of slithering slime and whirlwind bug barrages meant to terrify his enemies and reduce the effectiveness of their attacks!



From his loaded dice mace to his roulette wheel shield, Oogie Boogie's divergent design is entirely based on what a gambling man he is! Oogie was already scary, but the design team really wanted to inject a sense of fun and humor into him to show both who he was and how he'd go into battle if forced to do so!

Getting Even with Oddballs!

A lot of time was spent deciding how Oogie's burlap-sack face would work. Once that problem was solved, the next phase was pushing his design forward through the ideas of the character himself. The design team asked the question "What does Oogie do?" He lives in a casino and plays games with people's lives! That was easy enough, but the fun had to be balanced with the terror—the bugs, his face, and that eerie green glow. The design made sure to stay close to his original plain sack while emphasizing that he was taking his show on the road!

Take a Gamble on Halloween

Two of Oogie's earliest divergent design aspects focused on what to do with his bag and the bugs themselves. One idea was tearing his bag open to turn him into a whirling dervish of ravenous locusts! Although that idea was scrapped, it led into the alternate divergent ideas on the previous page which centered on playing with many of his casino aspects. Those were pared down into the essentials of his roulette wheel shield and dice mace.

Building Boogie

Divergent Oogie needed an edge to push him in a direction different from his movie version. So Kabam stripped him down to his bare essentials, asking themselves what worked as they both added and subtracted from a wide variety of designs in order to come to their final conclusion.

BAYMAX

PERSONAL BATTLE COMPANION

TANK

Attributes

- Attack 03
- Defense 07
- Focus 01
- Vitality 07

Core Ability — Defensive Aura

Baymax grants a defense buff to other teammates in an area around him. Immune to Wound and Poison.

Special Ability — Armor Field

Baymax activates his Armor Field. While in the field, Baymax and teammates gain armor. Enemies within the field are inflicted with Stun when it activates.

Signature Ability — Life Support System

Other teammates under half health heal while in the Armor Field.

Mk 1 Defense Chip
Grants extra defense at the start of an encounter.

Mk 1 Health Chip
Grants extra health at the start of an encounter.

Advanced Field Chip
Defense Aura grants extra defense.

Advanced Armor Chip
Armor Field grants extra armor.

Kinetic Compensation Chip
Enemies within the Defense Aura receive an attack debuff.

Sustainer Chip
Armor Field lasts longer.

Your Personal Battle Companion!

Origin: *Sunfire and Big Hero 6* (comics version, 1998), *Big Hero 6* (animated version, 2014)

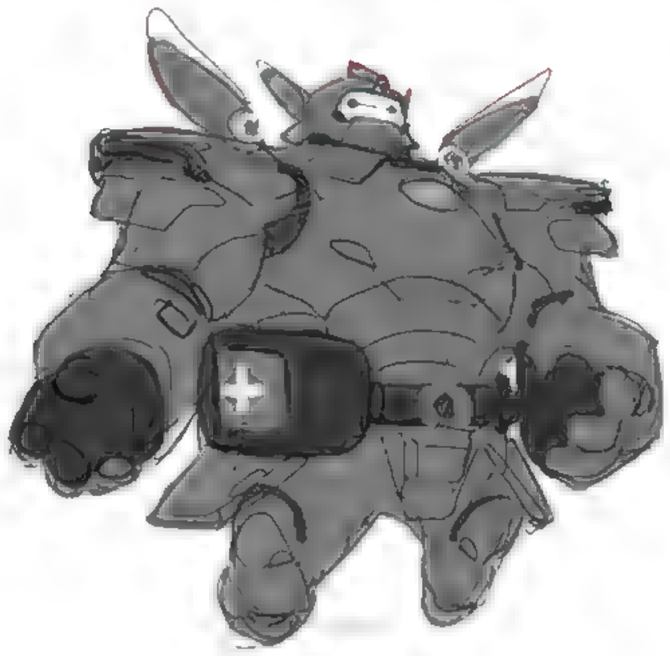
Kind, soft spoken, and eager to assist anyone in need, Baymax originally began his computerized life as the inflatable health care companion of Tadashi Hamada. With the help of Tadashi's brother Hiro, he eventually grew to become one of the six superheroic defenders of the city of San Fransokyo!

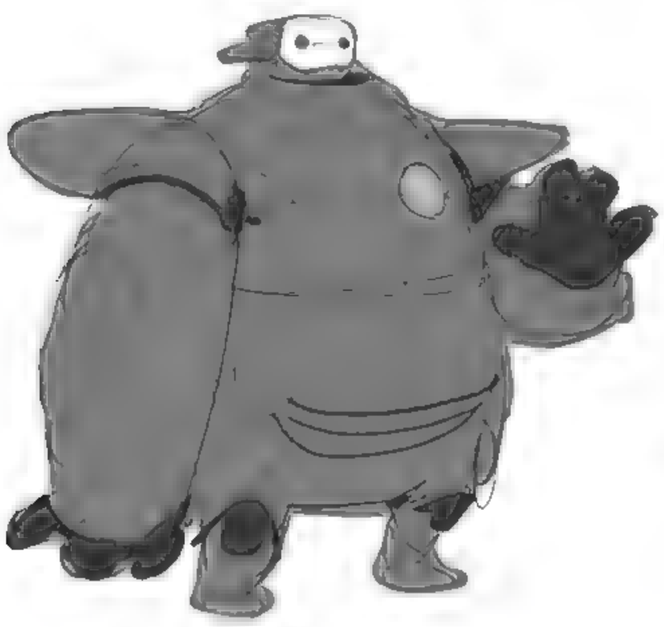
Baymax's divergent origins dictate his unique *Disney Mirrorverse* design. A bizarre Stellar Spark has caused all machinery worldwide to go haywire! He feels that this "spark" is reminiscent of a sickness, and his companion program has been amplified to aid and protect. While he isn't augmented to toss himself recklessly into the tide of battle, his new look is definitely designed to assist those in need of aid.

Baymax's fully upgradable battle armor with chip slot–based functionality allows him to retain the look of his original inflatable design. His armor protects him from the rigors of battle while he protects his companions from the threat of the Fractured!

A Knight in Inflatable Armor

Inspired by the creative and distinct designs you might find in a giant-robot anime, *Disney Mirrorverse*'s art team ultimately opted for a softer, rounder look to maintain the silhouette of a friendly, approachable healer.



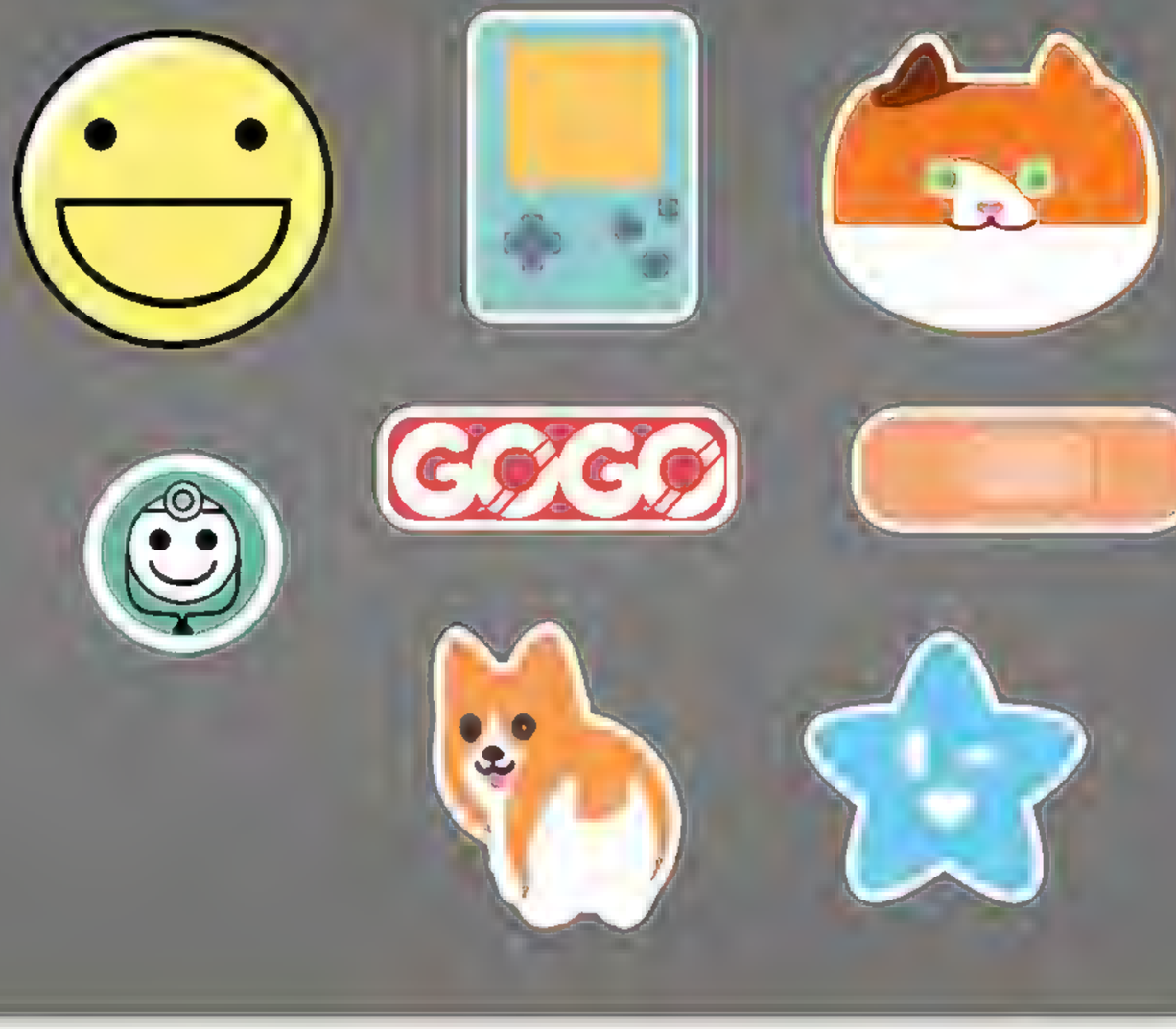


Send in the Drones!

Baymax's trio of **orb drones** simultaneously assist him and protect any ally within their field.

The Sticker Star

Because Baymax is so approachable, people he's helped over the course of his existence have "stickered" him up to celebrate their connections to him! Each sticker tells the story of the characters who love him—or, in the case of Chewy the corgi, worked on Kabam's design team! Look closely and you'll see references to fellow *Big Hero 6* companion **Go Go Tomago**, **Mochi the cat**, and the logo of Aunt Cass's **Lucky Cat Café**!



MAUI

LIVING LEGEND AND CHAMPION OF ALL

TANK

Attributes

Attack	06
Defense	06
Focus	03
Vitality	07

Core Ability

Thank You!

Each time an enemy gains a buff, Maui gains a defense buff.

Special Ability

You're Welcome!

Maui deals major damage and knocks back all enemies around him. Maui grants extra armor to his allies for each defense buff he has. Then, all Maui's defense buffs are removed.

Signature Ability

Hero of Men

Maui's special ability stuns all targets for a short time.

Drag Down the Sun

Grants extra defense at the start of an encounter.

Pull Up the Islands

Grants extra health at the start of an encounter.

Gracious Gifts

Maui's special ability adds a defense buff to all allies when cast.

The Mighty Tamatoa

Maui's special ability now grants additional armor to all his allies when cast.

Battling the Volcano

Each time Maui gains a defense buff from his core ability, he also gains an attack buff.

Fighting the Winged Beast

Each time Maui gains a defense buff from his core ability, he also gains additional armor.

You're *Super* Welcome!

Origin: *Moana* (2016)

A shape-shifting demigod of Pacific legend, **Maui**—half god, half mortal, all awesome—exists between the worlds of deity and humanity. Finding enjoyment in showcasing his demi-godlike prowess to anyone who will sincerely tell him "thank you," Maui accidentally awoke **Te Kā**, the demon of earth and fire, by stealing the "heart" of **Te Fiti**, the goddess of life who created the islands in Moana's world, including her home island, Motunui. Hoping to do a good deed, Maui joins **Moana** on a mythical adventure to cross the ocean and right what once went wrong.

Stellar Magic has multiplied Maui's already legendary power! With the ability to make the most mythical and epic feats commonplace, Maui can now use his giant magical fishhook and the raw power of the sun itself to move heaven and earth in order to suit his purpose.

The Mighty Maui

This living legend was challenging but fun for the design team. Part of making Divergent Maui work was keeping him respectful of his original design while also not tying him down too much to real-life elements. Pushing the more fantastical parts of him helped accomplish this. And since the team had already tackled the demigod-power puzzle with **Hercules**, they had existing experience with how to approach Maui. He didn't need anything new or unusual—he just needed to make what he already had click.

Maui's initial designs had *far* too much added to him. Maui is a cultural hero and, as with his source version, being respectful was key. Ultimately, this aesthetic was stripped down and the tattoos that celebrate his epic feats were placed front and center.

Bringing Fire to the Mirrorverse

One idea put forth was showing his constant "inner glow" through his tattoos, allowing him to harness his powers. Through the aura of his glow he had a connection to both the water he sailed on and the blazing sun harnessed in his rope as a physical display of his power. That said, he still needed to be an approachable demigod. So it helped to pull back from the glowing eyes and not have him literally be on fire.

Maui Zowie!

Using his tools, Divergent Maui pulls down the sun itself to use in battle, which is super cool! The core idea is that he's now taking all the things he sang about in *Moana* and using them to his advantage in combat, truly showing off the power he wields.

SCAR

SHADOWBOUND SCHEMER

MELEE

Attributes

- Attack 07
- Defense 04
- Focus 04
- Vitality 04

Core Ability

Blood Thirsty

On a critical hit, Scar inflicts a Wound, dealing damage over time.

Special Ability

Long Live the King

Deals major damage to Scar's current target and knocks them back. Inflicts a Wound, dealing extra damage. Inflicts Heal Block for as long as the target has a Wound.

Signature Ability

Inevitability

Scar's special ability inflicts an additional Wound when the target is below 50% HP.

Sharpened Claws

Grants bonus attack at the start of an encounter.

Lion's Eye

Grants focus at the start of an encounter.

Deep Cuts

Wounds inflicted by Scar's special ability are buffed.

Dire Shadows

Damage from Scar's special ability is increased.

Desperate Strikes

Scar has a chance to inflict a Wound, dealing damage over time on any noncritical hit against targets with no armor.

Escalation

Scar's special ability grants him an attack buff.

Taking Pride in the Darkest Shadows

Origin: *The Lion King* (1994)

One of the best things about Scar is how awful, cowardly, and treacherous he is in his unrepentant villainy!

Younger brother to the wise and powerful **Mufasa**, the sour and entitled **Scar** was once next in line to become king of the **Pride Lands**. But his inheritance was thwarted by the birth of his nephew, **Simba**. Bitter, envious, and seething with jealousy, Scar developed a fratricidal blood lust to seize the kingdom for himself—even if it meant destroying his own family. Scar is a persuasive tactician well versed in the power of deception, and **Stellar Magic** has amplified his treachery to the degree where he can use shadows to manipulate both his form and the perceptions of others.

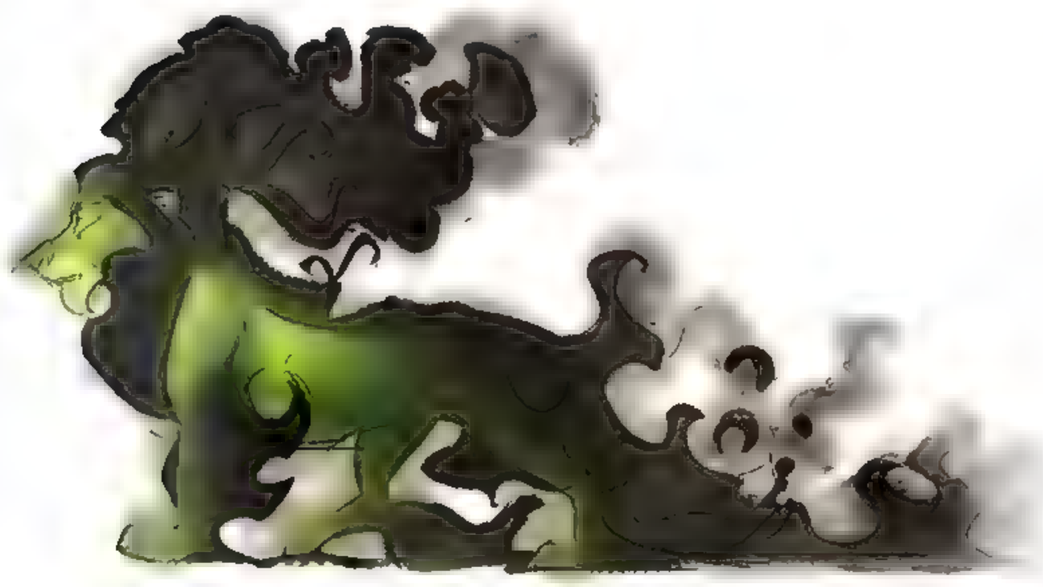
Like a kind of hideous, acrid smoke, Scar's mane can warp his body into an eerie living shadow—the very embodiment of the darkness his heart bathes in. He uses his dark power to lunge from the shadows and weaken his foes' defenses, preventing any healing which might save them.

A Beastly Grudge

Scar's design is fairly reminiscent of his Source World version, with the sole exception being his billowing, shadowy mane. This was done on purpose, as his lion design was already unique among the game's cast. Focusing on the mane allowed them to have fun while keeping his core traits recognizable and intact. In the **Mirrorverse**, Scar is a creepy, smoky shadow—a dark, ethereal, and otherworldly presence . . .

Scar of Darkness

Purely animalistic designs proved hard to work with, because adding manmade augmentations that weren't already part of the character didn't feel right. Using visual inspiration taken from the "Be Prepared" song sequence—with its eerie green hues and smoke rising around Scar—the team decided to reflect this in various design attempts, like the sickly green glow or full shadow body designs shown below. One design even had skeleton heads swirling around him within the smoke! The softened tribal patterns of Scar's rejected design on the right were inspired by the rigid and mechanical shapes present in the Broadway-musical version of *The Lion King*!



Scar Scare

Kabam's design team came to this conclusion when figuring Scar out: "If Mufasa and the Pride Lands are everything that the light touches, then we wanted Scar to be indicative of all its darkness." In general, Scar is a fine example of what an art form game design can be. He's not wearing any armor or clothes. He just is.

SCROOGE MCDUCK

ADVENTURE VENTURE INVESTOR

SUPPORT

Attributes

Attack	06
Defense	01
Focus	06
Vitality	06

Core Ability

Adventure Capital

Scrooge creates coins that each grant him focus: three coins at the start of combat, and one if Scrooge lands a critical hit on his heavy attack or when an enemy is defeated.

Special Ability

Shared Fortune

Heal all allies, then spend all coins. For each coin spent, heals all allies slightly and grants them focus buff.

Signature Ability

Towering Riches

Scrooge's basic attacks deal extra damage. Whenever Scrooge reaches ten coins, he gains an attack buff.

Smarter than the Smarties

Grants bonus focus at the start of an encounter.

Tougher than the Toughies

Grants bonus health at the start of an encounter.

Spending Power

Increase the focus buff gained from each coin spent in Scrooge's special ability.

Healthy Profit

The heal effect of Scrooge's special ability is increased. Each coin spent also cleanses one attack debuff from each ally.

Hard Bargain

Whenever any enemy is defeated, Scrooge has a chance to create one additional coin.

Fortune's Favor

Whenever Scrooge creates coins, he has a chance to double the amount of coins created.

Old Number One

Origin: "Christmas on Bear Mountain" (comics version, 1947), *Scrooge McDuck and Money* (animated version, 1967)

Tougher than the toughies and smarter than the smarties, **Scrooge McDuck**—king of the Klondike and last of **Clan McDuck**—holds the title of Richest Duck in the World! But most importantly, every piece of money that he's *earned* was made *square*. Great-uncle and patriarch of the **Duck family**, Scrooge built a grand monument to his life of adventure in his **Money Bin**, which rests atop **Killmotor Hill** in the city of **Duckburg**!

In the Mirrorverse, Scrooge's innate thirst for adventure has tripled, and **Stellar Magic** has led him down a path where his love of gold is second only to his love of an epic quest!

Extremely successful in adventure and finance, Scrooge uses his considerable wealth and reserve of **Stellar Energy** to enhance the luck said to be afforded to him by his **Number One Dime**! Once empowered, he shares the accumulated wealth of this good luck to aid his Guardian allies in strength and combat! His divergent Mirrorverse design evolved from the *DuckTales* design, which in turn was modified from his comic book origins.

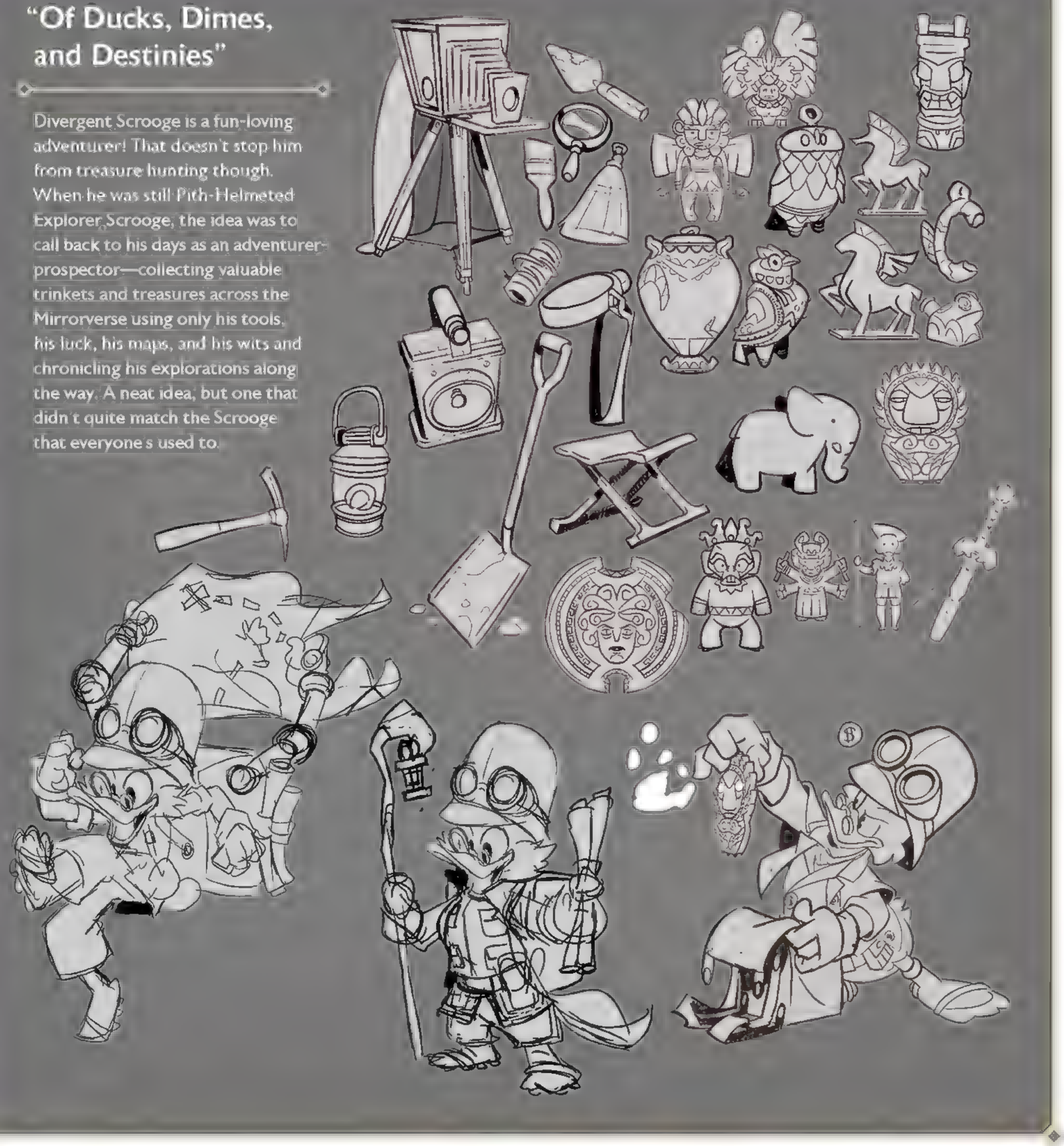
"Only a Poor Old Man"

Because some characters have been *everything*, finding ways to revamp them was tough! For Kabam, Scrooge proved to be the ultimate example of this. From a pith-helmeted explorer to a duck that rivaled Tony Stark in mechanical ingenuity (or at least **Gizmoduck**), nothing they created seemed to click. Ultimately, when the team realized that Scrooge's thirst for adventure *always* wins out over his love of treasure hoarding, seeing the Mirrorverse as an epic quest helped mold Scrooge's divergent design in a way that truly felt proper!

This realization helped the design team see that Scrooge didn't need all the extra, overthought, and overdesigned stuff they gave him. This took them back to the drawing board, cementing his divergent aesthetic into a simpler version that finally worked! His hat is even reminiscent of the dollar sign on his Money Bin!

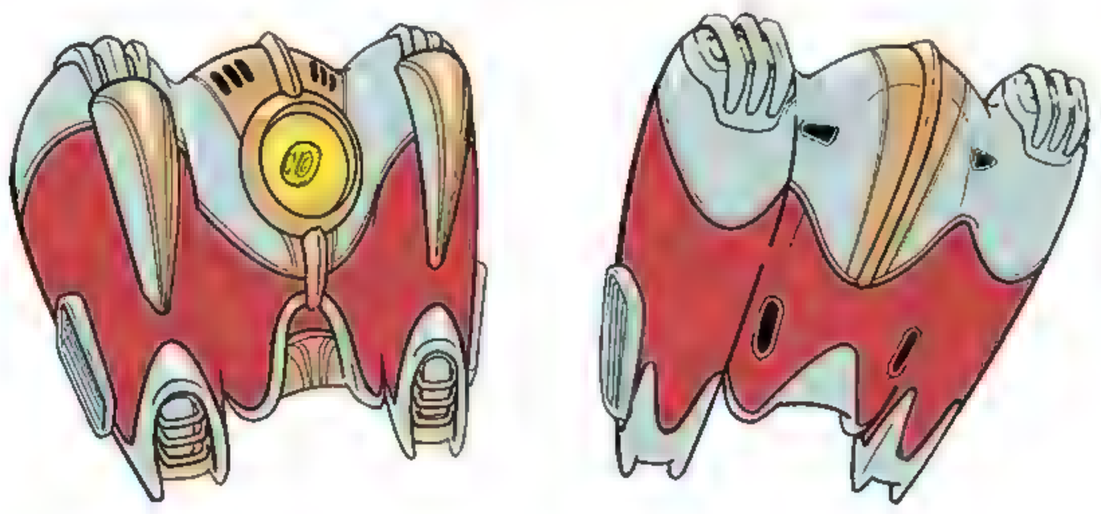
"Of Ducks, Dimes, and Destinies"

Divergent Scrooge is a fun-loving adventurer! That doesn't stop him from treasure hunting though. When he was still Pith-Helmeted Explorer Scrooge, the idea was to call back to his days as an adventurer-prospector—collecting valuable trinkets and treasures across the Mirrorverse using only his tools, his luck, his maps, and his wits and chronicling his explorations along the way. A neat idea, but one that didn't quite match the Scrooge that everyone's used to.



Caught by the Duck Tale!

Scrooge's personality and wits get him far . . . with a little help! He still needed *something*, and that's where the **Stellar Luck Amplifier** comes in—a device to physically channel **luck** and **Stellar Magic** through the Number One Dime in his gloves. In the comics and cartoons, Scrooge scoffs at luck, but in the Mirrorverse it's actually real! Furthermore, upon contact, his cane provides bonus attributes to Scrooge's party, allowing him to share his wealth like the true hero he is!



JUDY HOPPS

THE FASTEST FUZZ

RANGED

Attributes

- Attack 07
- Defense 03
- Focus 08
- Vitality 03

Core Ability — **Rooting Carrots**

On critical hits, Root Grenades inflict a defense debuff. After three defense debuffs, enemies are rooted. Judy gains a critical chance buff with heavy attacks. This is removed when an attack hits.

Special Ability — **Arresting Volley**

Judy Hopps launches a volley of Root Grenades at an enemy target, hitting all enemies in the area. Each target takes major damage. Each target is also rooted.

Signature Ability — **Jump Start**

At the start of each combat, enemies gain a defense debuff. On special ability critical hits, if the enemy target has three debuffs, it can be stunned.

Tactical Goggles
Grants focus at the start of an encounter.

Protective Vest
Grants a defense buff at the start of an encounter.

Breach Defenses
Defense debuffs from Judy's core ability reduce more defense.

Longer Roots
Roots from Judy's core ability are increased.

Counter Measures
Whenever an enemy is defeated, Judy gains a focus buff that lasts until the end of the encounter.

Electrifying Moves
Judy's special ability now inflicts a Shock that deals damage over time to all targets it hits.

One a Judy, Two a Judy! Hot Cross Bun!

Origin: *Zootopia* (2016)

With a fiercely optimistic determination to better the world, **Judy Hopps** became a cop to defy the preconceived notions of other species and make the modern metropolis of **Zootopia** a better place to live. An overachieving officer seeking to prove herself, Judy formed a relationship with con artist **Nick Wilde** as she sought to clear his name of a crime he didn't commit—ultimately unveiling a conspiracy that threatened to take down the entire animal kingdom!

Granting her the ability to both anticipate and avoid danger, **Stellar Magic** has amplified Judy's athleticism and instinct, giving her the gift of superspeed to react faster than her **Fractured** opponents!

Keeping the same colors and similar costume elements of her source version, Divergent Judy's outfit has evolved from a police uniform to a **Stellar Power Suit**. With the fleetest feet of all, Judy moves like lightning—her contrails mimicking the colors of police lights and accentuating her blinding speed as they streak behind her.

Hare Restorer

Naturally agile, with a tiny frame, jaunty bounce, and athletic abilities, Judy Hopps is the embodiment of a truly sincere first responder! The idea of Stellar Divergence allowed the design team to push Judy into becoming an actual speedster who is now geared up and ready for battle! Exposing her face, turning her uniform into a breathable, formfitting sci-fi supersuit, and giving her cute (yet silly) carrot grenades helped to humanize her instead of making her seem like an unapproachably scary oppressor. Fully embracing the mantra "to protect and serve," Divergent Judy has the truest of intentions and is 100 percent the ultimate version of what she believes in.

Slick Hare

While carrot batons and vegetable launchers were creative, Divergent Judy's early concepts (seen opposite) felt *far* too hostile to fit her character. This caused Kabam's team to draw clear lines in the sand for her design. At her core, Judy is a lawful, overachieving sweetheart who seeks to *change* Zootopia's systems, not become systemic. Seen below, her divergent design's development grew to reflect her source version's innate ideals.

The Carroty Kid

The Kabam crew felt that trading out Judy's early items (which made her feel brutal and aggressive) for compact carrot grenades (which were based on the carrot pen her source version used for writing citations) was the right decision. Carrying a storage pack made a lot more sense than bombs and grappling guns. Once her core ideals were set, everything else, including her accessories, was geared toward making her a practical, friendly, approachable, and—most importantly—accessible helper.

GENIE

ASCENDED COSMIC COMIC

TANK

Attributes

Attack	05
Defense	07
Focus	01
Vitality	08

Core Ability — **Near Unlimited Power**

When Genie drops below 75%, 50%, or 25% HP for the first time in an encounter, he gains an Indestructible buff for a short time. When this buff expires, he stuns all nearby enemies.

Special Ability — **Cosmic Commotion**

Genie deals major damage to all enemies around him. Genie gains a defense buff and lures all enemies.

Signature Ability — **Cosmic Might**

Genie gains an attack buff while the Indestructible buff from his core ability is active.

Stellar Connection

Grants bonus health at the start of an encounter.

Cosmic Constitution

Grants extra defense at the start of an encounter.

Disarming Personality

Genie's defense buffs are increased.

Wish #1

When Genie drops below 75% HP for the first time in an encounter, he grants a defense buff to all other party members.

Wish #2

When Genie drops below 50% HP for the first time in an encounter, he grants armor to all other party members.

Wish #3

When Genie drops below 25% HP for the first time in an encounter, he grants an Indestructible buff for a short time to all party members.

"Phenomenal Cosmic Powers!"

Origin: *Aladdin* (1992)

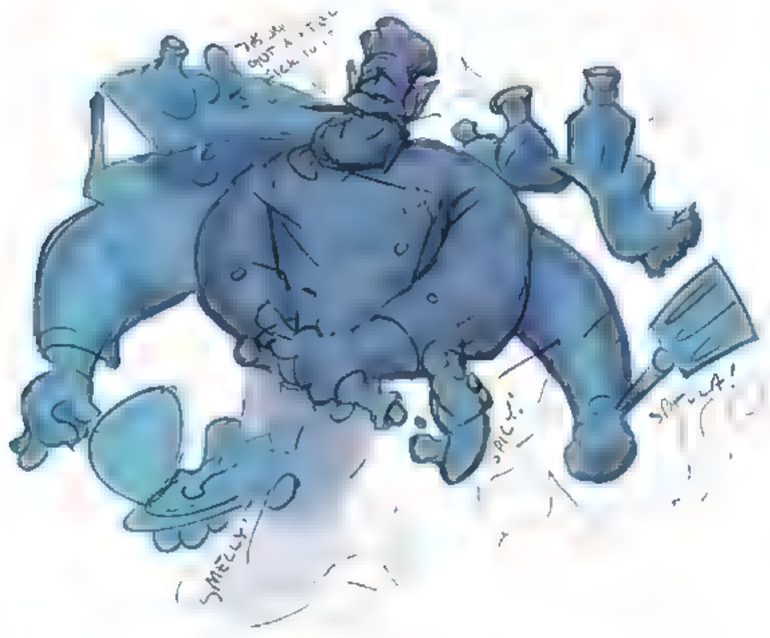
Serving whoever claimed ownership of the **magic lamp** he was bound to, this larger-than-life genie was tasked for ten thousand years with eternally granting three wishes before he was freed by **Aladdin**, the diamond in the rough who helped topple the machinations of the evil **Jafar**! Now released from his shackles, Genie takes on the world with a personality that shines day or night!

Genie was already an ascended omnipotent being, but Stellar Magic has multiplied his phenomenal cosmic power to make him more attuned with the magical sources in all Mirrorverse worlds! Because of this Stellar attunement, Genie's body takes on a hulking, cosmic appearance—almost as if entire galaxies are contained within his body!

The thing about Genie is that he's all-powerful and can be anything, so his Mirrorverse design reflects that. Lacking his shackles and garbed in fine clothes and jewels as entire universes swirl about his body, Divergent Genie lends a giant galactic hand in battle—drawing the enemy's focus away from his allies while his phenomenal cosmic powers allow him to dazzle his foes.

Genie in a Battle!

Divergent Genie's thick, hulking, power-lifter body takes cues from his iconic animated design to help create something wholly original. The Kabam team decided that his time spent exploring the cosmos meant that he's ascended to become one with the cosmos itself. To cement this, Genie radiates magic. One specific way of showcasing this is the vortex of raw cosmic power which barely contains itself at the end of his cosmic contrail. In this story, Divergent Genie—fully aware of war and the danger his power can bring—has become something of a pacifist. His fuller hippie-style beard shows that he's become even *more* easygoing in his grooming and how he presents himself.



Some Enchanted Genie

Genie's jewels and accoutrements (see below) are cleverly designed after jewels that were found in the **Cave of Wonders**. Now that he's free, he proudly claims that part of his life by choice—wearing these treasures *loosely* as opposed to the tight shackles of his source version. Compare and contrast the design to the left with the designs below to see how his accessories subtly evolved.

Game Genie

Every incarnation of Genie is an *all-powerful entity*—meaning he could destroy his foes with a thought! And although we know he'd *never*, the lingering idea that he could wouldn't make much of a game. As a result, Divergent Genie's pacifistic, nonviolent nature means he literally uses his hands to box his enemies in, keeping them from harming others. In a way, he uses that power to teach his fellow Guardians what he's learned while defending them from harm.

JAFAR

SORCEROUS SEEKER

SUPPORT

Core Ability

Treachery

When Jafar charges his heavy attack, allies and enemies gain an attack buff until combat ends. If an enemy is buffed, Jafar's heavy attack roots them, purges their buff, and deals extra damage. Jafar then earns an attack buff.

Special Ability

Soul Drain

Jafar's target is rooted and he purges a buff each second. Targets are inflicted with Soul Drain, dealing damage over time. As Soul Drain deals damage, Jafar heals himself for the same amount.

Signature Ability

Darkest Sorcery

While Jafar is charging a heavy attack, he gains a massive defense buff. Whenever an ally is defeated, remaining allies gain an Indestructible buff. After Jafar uses his special ability, the target briefly gains Lure.

Attributes

Attack	06
Defense	05
Focus	06
Vitality	07

Purification Amulet

Whenever any ally gains an attribute buff, that ally cleanses one attribute debuff.

Ring of Judgment

Whenever any enemy gains an attribute buff, that enemy also briefly gains an attack debuff.

Cloak of Intrigue

Whenever any enemy is rooted, they also gain a defense debuff until the end of combat.

Sigil of Protection

Whenever any ally gains a buff, that ally also gains a defense buff until the end of combat.

Eyes of the Serpent

Heavy attacks inflict Burn, dealing damage over time.

Elixir of Souls

Whenever Jafar uses his special ability, allies have a chance to heal over time. Enemy targets briefly become heal blocked. Whenever an enemy is defeated, allies gain an attack buff until combat ends.

Fiend Like Me

Origin: *Aladdin* (1992)

A sorcerer with a covetous lust for power and magics, **Jafar** is the dry-humored **royal vizier** to the city-state of **Agrabah** and the most trusted adviser to its benevolent, soft-spoken **sultan**. But Jafar's status and elegance belie a treacherous nature. With a poisonous disdain for both the sultan and his daughter, **Jasmine**, this resourceful manipulator of minds has dedicated his life to the pursuit of power through the use of cosmic artifacts, which he would use to take both the throne and, eventually, the world!

Stellar Magic has amplified Jafar's talisman-based sorcery to tremendous levels, allowing him to sense and absorb power from any magical artifact! Items like his iconic snake staff or the gold snakes which adorn him not only come alive to writhe and attack but also display the power he endlessly craves.

A Whole New Wretch

With genie Jafar not an option due to **Genie**'s presence in the game, Kabam's design team asked themselves what the ultimate version of a human Jafar might be—firmly deciding that snake-based sorcery and the dark arts should remain integral parts of his character. In the Mirrorverse world of *Aladdin*, artifacts regularly come to life. Though his loud parrot familiar **Iago** is absent, Jafar's snake staff writhes on its own, almost like an eerie, silent familiar. In addition to that, the snake bands on his arms and neck magically unfurl themselves, ready to strike! Maintaining his cobra silhouette, Jafar's iconic snake-themed style accentuates his personality and firmly lets you know that he doesn't have the best intentions for *anyone*.

Arts and Facts on Artifacts

Jafar is, at heart, a powerful seeker and artifact collector. The trinkets which adorn him reflect that. In addition to maintaining his coiled-snake motif, some items have specific significance. The dagger is reminiscent of the same one he used to attack **Aladdin** at the **Cave of Wonders**, while both his cloak and turban have eyes that glow as he uses magic.

Snake Eyes

Earlier Jafar designs really played up dark, all-powerful Stellar energies coiling around him in a smoky, snaky aura! Notice, though, that these are the same colors used on the Genie and assorted **Fractured**. Ultimately, the possibility of visual confusion, alongside practicality and technical limitations, ruled out this design. Thankfully, dialing him back to focus on his trinkets coming alive fulfilled the same purpose.

One interesting note: In ***Disney Mirrorverse***'s original drafts, Jafar served as the game's sole antagonist. Although the cast of villains eventually expanded, the overbearing malevolence in his design remained. Whether he's human, genie, or divergent, Jafar is, at his core, an *incredibly* powerful threat—and both the type of magic he commands and the way he wields it were essential to his overall development.

IAN LIGHTFOOT

STUDIOUS SUBURBAN SORCERER

SUPPORT

Attributes

Attack	06
Defense	03
Focus	04
Vitality	05

Core Ability

Lessons of Yore

Every ten seconds Ian switches between the Strength charge, gaining an attack bonus, and the Fortitude charge, gaining a defense bonus.

Special Ability

Yore Choice

Allies heal over time. If the Strength charge is active, all allies gain an attack buff. If the Fortitude charge is active, all allies gain a defense buff.

Signature Ability

Magic Reversal

The Strength charge allows Ian's special ability to inflict a defense debuff. The Fortitude charge allows Ian's special ability to inflict an attack debuff.

Confidence Booster

Grants a defense buff at the start of an encounter.

Knowledge Is Power

Grants an attack buff at the start of an encounter.

Battle Magic 101

Attack buffs Ian grants are stronger.

Defensive Magic 201

Defense buffs Ian grants are stronger.

Powerful Legacy

The strength of effects from Ian's charges are stronger.

Advanced Spells

When Ian activates his special with the Strength charge, he gains a brief critical damage buff. When Ian activates his special with the Fortitude charge, he gains armor.

"Aloft Elevar!"

Origin: *Onward* (2020)

In a world where mythical creatures flourish without humanity's presence, magic exists but has been supplanted by technology. After being gifted an oaken wizard staff on his sixteenth birthday, the elf **Ian Lightfoot** decides to summon the ghost of his dead father, **Wilden**. He and his brother **Barley** get it half right. With the help of their mother **Laurel**, **Corey** the manticore, and Wilden's bottom half (no, seriously—it's just his legs), the brothers embark on a twenty-four-hour quest to seek whatever magic is left within their world to restore their dad for one day!

Stellar Magic has amplified Divergent Ian's strait-laced, by-the-book nature! Now completely in tune with his innate sorcery, Ian has fully memorized and absorbed *every spell* in his magical ***Quests of Yore*** book! Planting the Phoenix Gem within his staff, Ian wields magic like a pro! With his flowing jacket resembling a warlock's cloak layered over the hoodie of a young teen, his design is now reflective of his growth.

Elf Quester: "Illusio Facadis!"

The most interesting thing about *Mirrorverse*'s character approach is that almost all of it is rooted in what happens in the characters' backstories. For Ian, the design team asked, "What would he be if he had more time to practice and understand the *Book of Yore*?" Surrounding him with books, binders, composition tablets, clipboards, and other school supplies cemented the idea that this is a studious, overachieving teen creating modern versions of notated spell books. Nothing about *who* Ian is changes in the Mirrorverse. It's more about how he applies himself toward his chosen craft.

The Wonderful Wizard of the Mirrorverse: "Boom Bastia!"

Considering the central theme of *Onward* deals with road trips, it makes sense to say that Ian's look relies on comfort with the consideration of what he'd carry on his magic studying travels. As Ian learns more, he creates new spells on the fly—hence the need for papers and Post-it notes to be displayed with his *Book of Yore*.

Follow Yore Gut: "Bridgrigar Invisia!"

A far more capable version of himself, Divergent Ian is a young adult who also just happens to be a honed mage—almost as if magic itself were a learned and trained trade. He wears trendy jeans and a hoodie, but his jacket was deliberately designed to fan out like a cloak, almost as if Ian said, "This is what a robe might look like in my time period" while dressing himself. He learns and adapts as he grows.

MINNIE MOUSE

HEART'S FIRE FIGHTER

MELEE

Attributes

Attack	08
Defense	04
Focus	04
Vitality	04

Core Ability — **Inner Strength**

While attacking an enemy, Minnie Mouse gains attack buffs equal to the number of buffs on that enemy. All previous buffs are removed if Minnie stops attacking or switches targets.

Special Ability — **Fist of Heart's Fire**

Deals damage and knocks back all enemies in a line toward the current target. This attack inflicts a Burn, dealing additional damage every second over time to all enemies hit.

Signature Ability — **Plucky Punch**

Minnie Mouse's special ability has an increased chance per attack buff from her core ability to stun all enemies hit.

Soul's Tenacity

Grants extra health at the start of an encounter.

Heart's Courage

Grants extra defense at the start of an encounter.

Undaunted Strikes

Minnie Mouse's special ability gains a critical damage buff for each attack buff from her core ability for the duration of her special ability.

Strong Spirit

Attack buffs from Minnie Mouse's core ability are increased.

Passion's Fire

Burns from Minnie Mouse's special ability are increased.

Fearless Focus

Minnie Mouse's special ability gains a focus buff for each attack buff from her core ability for the duration of her special ability.

"When I Hear Her Little Yoo-Hoo . . ."

Origin: *Plane Crazy* (1928)

Minnie Mouse's fiery heart, good spirits, and kind nature often get her in and out of trouble (especially when her nemesis, Peg-Leg Pete, is involved)! Frequently seen in the company of her paramour Mickey, Minnie is just as likely to strike out on her own in search of adventure, suiting up in gear that's functional *and* fashionable (and may include polka dots). When pushed too far, this heroine will absolutely push back and get into the fray twice as hard!

She's a lady with moxie to spare, and **Stellar Magic** has amplified Divergent Minnie's passionate heart, allowing her to transform her fiery spirit into fiery fist-based attacks! Using her **Heart's Fire Gauntlets** to channel this power creatively, she fights *hard* for whatever she believes in—packing a punch capable of heating up even the coldest of **Fractured**!

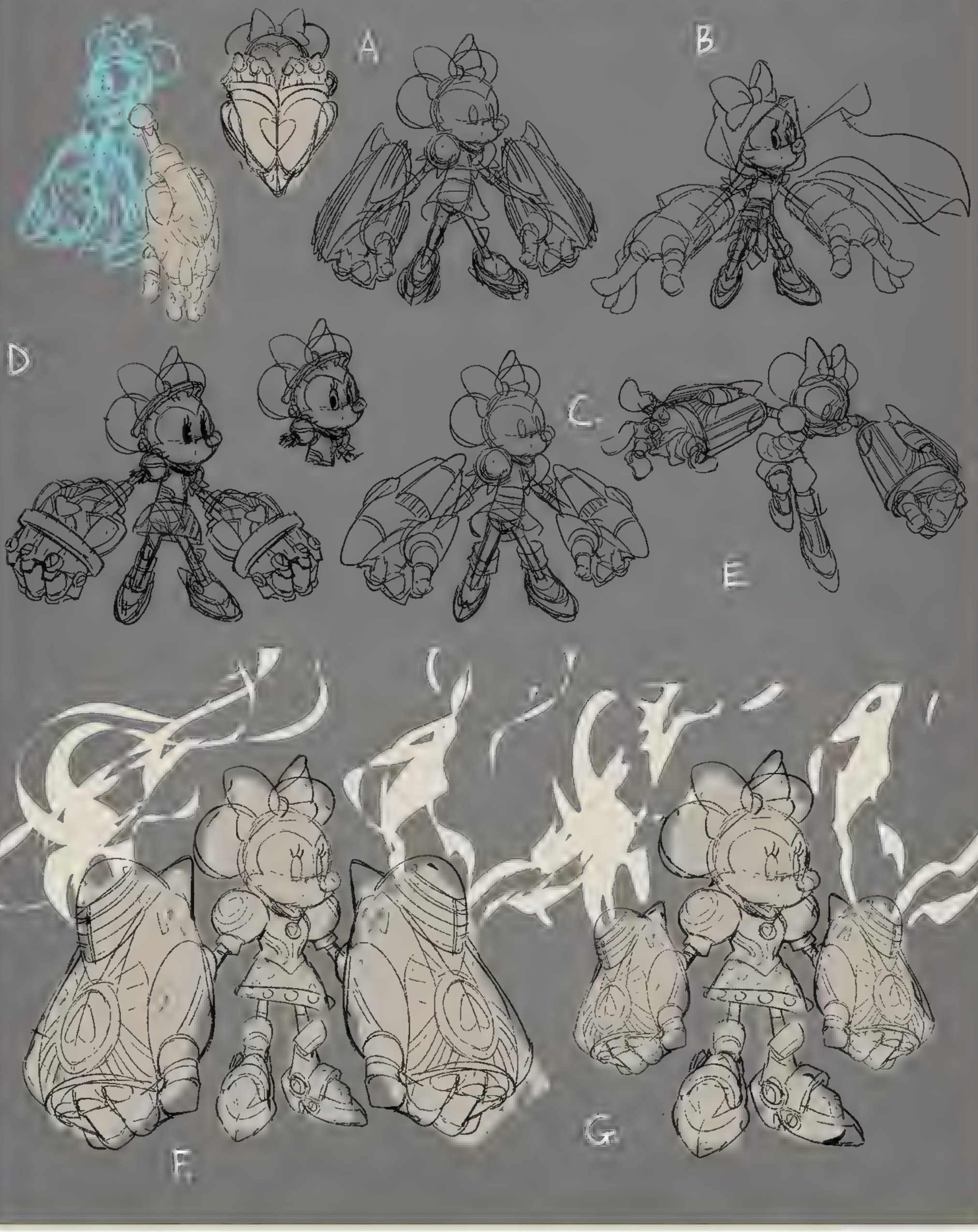
Queendom Hearts

Minnie Mouse—a brawler?! When Mickey vanishes after finding the **Stellar Mirror**, it is Minnie, using their world's tech, who leads her friends on their dangerous quest to find him. Minnie, **Goofy**, **Donald**, and **Scrooge** all share a unique and unifying 1930s art deco and steampunk theme. For Minnie, **art deco** was chosen. In the game, this theme is justified by the use of a special kind of mineral whose Stellar-enhanced energies are harnessed for their clothing, technology, and weaponry. This aesthetic is best shown by her style of dress and classic pie-eye-era pillbox flower hat—a look often used in the earliest comics and cartoon shorts instead of her familiar polka dot bow seen below.

Minnie's "heart's fire" is her passionate heart channeled into tangible energy that's integrated into her chest piece and gauntlets. Using this energy, Minnie adamantly fights for those who can't fight for themselves. She is a true "Heart's Fire Fighter," leading the charge when no one else can, just like her source version.

"Who's That Boxin' at the House of Mouse?"

Even though Minnie packs some of the toughest punches and bulkiest in-game tech (her Heart's Fire Gauntlets were even bigger during development), her playful, determined personality remains the same—reminding you of the tender heart at her core. Just like her source version, she saves her strength and steely resolve for when they're needed most.



URSULA

MISTRESS OF THE DARKEST DEPTHS

TANK

Attributes

Attack	07
Defense	08
Focus	02
Vitality	06

Core Ability

Disarming Presence

Enemies Ursula engages are inflicted with an attack debuff. Debuffs are removed if Ursula switches from her target. When enemies inflicted with Ursula's Binding Contract activate their special ability, Ursula gains a defense buff.

Special Ability

Binding Contract

Deals major damage to Ursula's current target. Ursula's target is inflicted with a Binding Contract for the encounter, or until Ursula is defeated. Target is rooted.

Signature Ability

Contract Fulfillment

Whenever an enemy inflicted with a Binding Contract is defeated, Ursula gains armor.

Defensive Presence

Grants bonus defense at the start of an encounter.

Contractual Obligation

Grants bonus health at the start of an encounter.

Fine Print

Any enemy inflicted with Ursula's Binding Contract now has a chance to grant Ursula a defense buff when they deal damage to her.

Parasitic Clause

If Ursula hits an enemy that's inflicted with her core ability, she has a chance to heal herself.

Aggressive Entanglement

Ursula's special ability now deals additional damage.

Choking Grasp

Once Ursula's core ability has activated four times, it begins to deal damage over time.

Against the Tide

Origin: *The Little Mermaid* (1989)

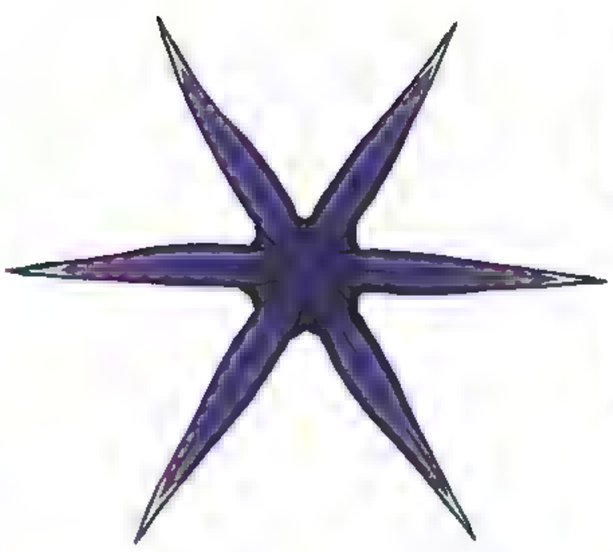
Banished by **King Triton** for trying to seize **Atlantica**'s throne numerous times (with an **octopan armada** at one point), the conniving, silver-tongued sea witch named **Ursula** is known for drafting contracts with the promise of making merfolk's dreams come true . . . at the risk of them signing their lives away solely for *her* benefit. Coveting **Triton's trident**, Ursula is a force to be reckoned with as she seeks to supplant Triton and rule the seven seas for all eternity!

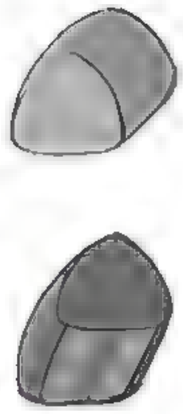
Stellar Magic has amplified Ursula's charismatic nature to *odious* degrees. Now she can twist the hearts and minds of others to whatever her dark ambitions may be, with the hope of enslaving them under even darker contracts . . .

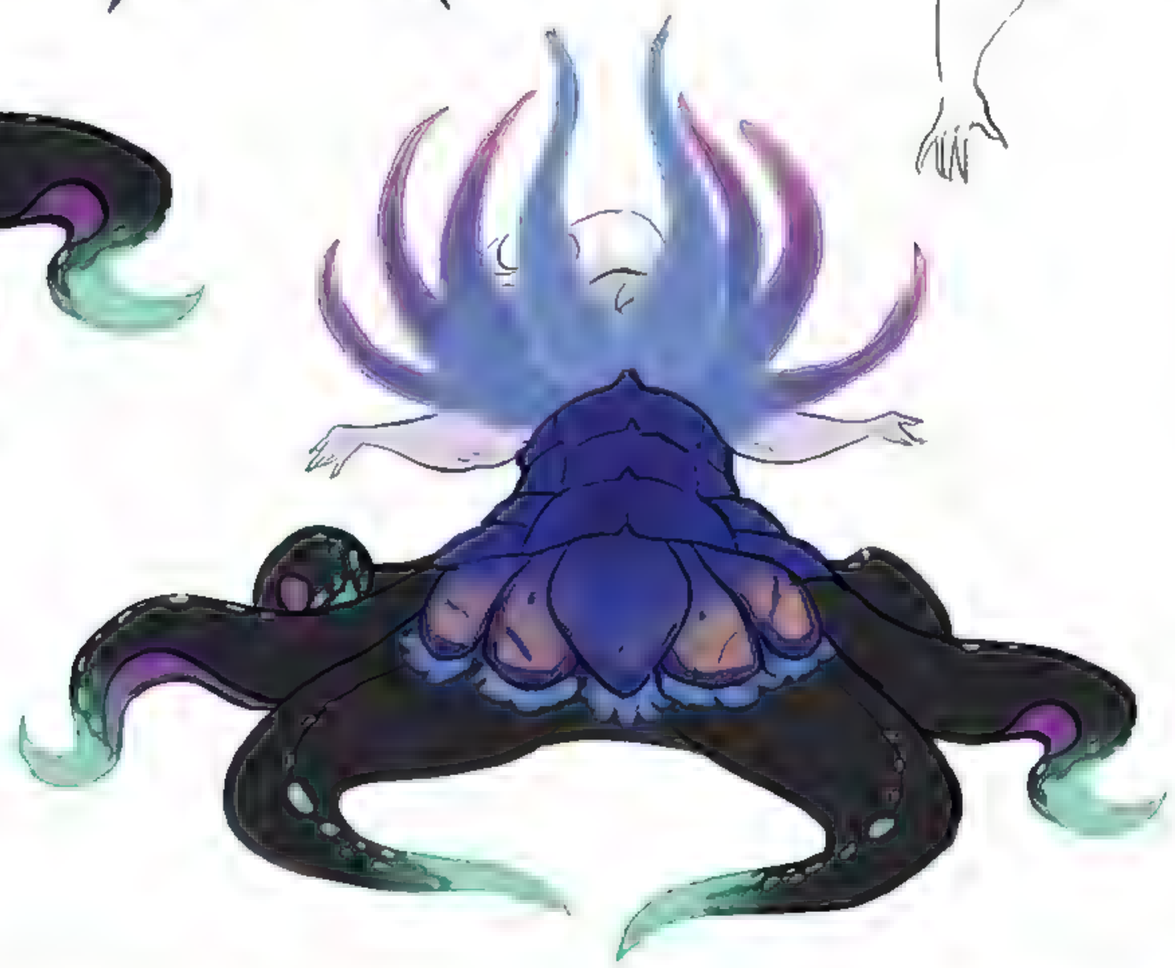
No longer content with cajoling unlucky contract signers into a dank and dingy cave, Divergent Ursula commands your full attention! Gliding into her own as a larger-than-life villainess and wearing venomous anemone tentacles as a makeshift feather boa, this divergent diva is larger, more intimidating, and even fiercer than her source counterpart!

The Snare Witch Project

After **Divergent Ariel** turns down her contract, Ursula retreats to the deepest, darkest fathoms of the ocean, using her newfound power to craft a twisted kingdom of poor, unfortunate souls. Divergent Ursula may already be ready for Broadway, but Kabam decided to make her large, in charge, and unafraid to get her tentacles dirty (if she has to)! Similar to her anemone boa, early ideas were built on incorporating sea life into her design; bones, barnacles, coral, shells, and even deep-sea horrors helped push this aesthetic. But most of it felt too "scrapyard necromancer" for her theatrical temperament. With that decided, the idea of stage lights via *deep-sea bioluminescence* made far more sense, given the depths in which she dwells.







Ursula is a cunning, calculating businesswoman at heart, and you can see that in the contractual scrolls on her back (in the shape of an X, no less)! Once the idea of sea-life accessories was jettisoned, her show-queen aspects were pushed. This can be seen in the eerie glowing shell on her back that's meant to remind you of the shell she wore in her Vanessa form in *The Little Mermaid*.

A Case of Flotsam and Jetsam

Ursula is an in-game tank and her darker depths mean darker ways of battle—whether it's using squid ink to cloud herself, making poisonous seaweed into a boa to wrangle enemies, or having mystical contracts swirl around her. In this way, Ariel and Ursula contrast one another—Ariel uses *pearlescent shells* while Ursula uses *bioluminescent crustaceans*. But while both women have different designs and attack aesthetics, ultimately, they share the same story goals.

MERIDA

REBELLIOUS WILL-O'-THE-WISPS ARCHER

RANGED

Attributes

- Attack 07
- Defense 02
- Focus 08
- Vitality 05

Core Ability

Wisp Focus

Every eight shots, Merida gains a brief Wisp Focus buff, granting additional critical chance.

Special Ability

Bear Spirit

Merida deals massive damage to a target. If she has a Wisp Focus buff, surrounding enemies are also hit. Hit enemies are inflicted with a Wound, dealing damage over time.

Signature Ability

Dunbroch Battle Cry

Wounds inflicted by Merida are stronger.

Arrowsplitter

Grants a focus buff at the start of an encounter.

Highlander Arrow

Basic critical hits now deal additional damage.

Hunter's Eye

Grants an attack buff at the start of an encounter.

Savage Wisps

Each time Merida's special ability deals a critical hit, Merida's critical damage is increased for the remainder of the encounter.

Wrathful Spirits

Merida's special ability now deals additional damage on a critical hit.

Wounding Wisps

Basic attacks that deal critical hits inflict a Wound that deals damage over time.

Putting On a Brave Face!

Origin: *Brave* (2012)

An unflinchingly loyal and rebellious Scottish princess from the kingdom of **DunBroch**, **Merida** is the headstrong and fiercely independent daughter of **Queen Elinor** and **King Fergus**! Thanks to the enigmatic will-o'-the-wisps which guide her toward her ultimate fate, she challenges her kingdom's outdated traditions and struggles to save her family from the curse of **Mor'du**, **the Demon Bear**!

The Mirrorverse's **Stellar Magic** has amplified Merida's connection to the will-o'-the-wisps, finally allowing her to communicate with them and infuse her bow with their ancient energy! Harnessing their abilities to increase her prowess, Merida has gained enhanced perception, becoming a powerful **wisp archer**, an expert tracker, and a weaponized warrior in the process!

The Mirrorverse setting has allowed Merida to become her most comfortable self in battle! No longer ripping and tearing at dresses, her divergent self wears the traditional outfit and kilt of a Scottish Highland warrior, just as she wanted to be!

Merida, Warrior Princess

Putting Merida's hair up was a big deal for the design team, as her hair itself is iconic. Pulling it back on her right side and keeping it out of the way while also making it a key part of her design was entirely intentional. (Her hair is incredibly large and boisterous, so it made no sense for it to get in her eyes while she fights!) This also included making sure that her hair didn't get in the way of her arm while she aims her wisp bow or swings her wisp axe to attack. There's even a nick on her eyebrow to indicate where the bowstring grazes her as she pulls back the arrow!

Another aspect of Merida's divergent design to take notice of is that she's wearing a bearskin cape with her outfit. Also, careful attention was made to match the plaid tartan of Clan DunBroch to that of the source movie!

Grin and Bear It

The veil between the world of magic and the world of *Brave* has been lessened due to the Mirrorverse. As a result the divergent wisps not only power her weapons, but they also take the form of a giant **wisp bear** to help Merida attack! While the bear is *not* Mor'du itself, the connection to Clan DunBroch's history with the mythical Demon Bear remains ever present.

GOOFY

TRICK-SHOT DEMOLITIONS EXPERT

RANGED

Attributes

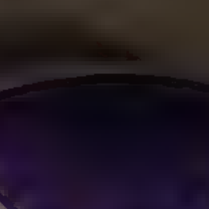
Attack	07
Defense	02
Focus	08
Vitality	04

Core Ability

Bombs Away

Critical hits inflict the enemy target with Armor Block. Each time Goofy makes a heavy attack, he has a chance to gain an additional critical chance buff.

Special Ability



Boomerang Blast

Goofy's boomerang deals major damage to the enemy target, then ricochets to hit a different enemy for the same amount of damage. If the target is armor blocked, Goofy's boomerang deals additional damage.

Signature Ability

Impossible Luck

On basic critical hits, Goofy's max ricochets stack for his special attack increases. Goofy's special ability has a chance to stun enemy targets on each hit.

Clear Mind

Grants focus at the start of an encounter.

Confident Approach

Grants extra attack at the start of an encounter.

Boomerang Bash

Goofy's special ability has a chance to purge all defense buffs from enemy targets.

Explosive Results

On basic critical hits, Goofy inflicts a Wound, dealing extra damage over time.

Chaotic Criticals

Critical hits additionally remove some armor.

Reinforced Ricochets

Damage from Goofy's special ability is increased.

Goof Trooper!

Origin: *Mickey's Revue* (as Dippy Dawg, 1932), *Orphan's Benefit* (as Goofy, 1934)

Goofus D. Dawg, best known to all as **Goofy**, is the friendliest guy you'll ever meet! A gullible Good Samaritan and a harmlessly clueless father to his son, **Max**, this lanky, awkward, honest-to-a-fault goofball *isn't* dumb! His train of thought is just . . . unique! With his iconic "uh-hyuck" laugh, this lovable, disaster-prone ditz doesn't have a mean bone in his body. And while his clumsiness often exasperates his best friends, **Mickey** and **Donald**, they wouldn't have him any other way.

Stellar Magic has bolstered Goofy's good luck to goofy degrees! He's a good marksman, but heck if he knows why. Whether he's using precision weaponry without looking or lobbing volatile explosives at enemies, somehow it all magically works out!

With a deceptively mismatched design that oddly manages to work perfectly, Goofy's look matches his luck! Wielding a comically oversized, Stellar Energy–powered trick-shot boomerang called the **Ricochet Wing** as his primary weapon, he runs (or rather, trips) headfirst into battle, leaving a trail of flummoxed **Fractured** chaos behind him! Gawrsh!

Super Goof Strikes Again!

Divergent Goofy was conceived around his source version's most iconic traits—funny, goofy, lucky—to create the design you see before you. Goofy is a master of *nothing* for whom things seem to just . . . well, work out! So, in the story, Goofy's antagonists getting hurt while he emerges unscathed, oblivious to his own luck, exemplifies how he approaches battle. Purposefully created so that everything about his look is cumbersome, awkward, and haphazard, Goofy's design is asymmetrical yet unified in its colors. With an adventuresome, Han Solo–style swagger to his clothing (and formerly his accessories—see the opposite page), only Goofy could successfully pull this look off.

Everything's Coming Up Goofy!

As was noted with **Minnie**, the classic characters share unique and unifying '30s art deco and steampunk design elements. For Goofy, the influence was **steampunk**—with the Kabam team noting that the 1938 short ***Mickey's Trailer*** helped in finalizing his design (coincidentally, his color scheme puts one in mind of ***The Rocketeer***, another '30s period piece).

A Goofy Look at Weaponry

Because he's a master of nothing and a charming combo platter of chaos and dumb luck, Goofy's former weaponry, as shown in his backpack o' goodies, is all over the place! Bombs, trick-arrow assortments, giant scissors, an energy gauntlet (later modified), and even an earlier take on the Ricochet Wing were once part of his arsenal! Ultimately, this was whittled down for clarity's sake, but you get the idea.

ARIEL

ROYAL CHAMPION OF ATLANTICA

MELEE

Attributes

Attack	08
Defense	04
Focus	04
Vitality	05

Core Ability

Resilient Waves

Ariel has a chance to cleanse a damaging debuff from herself. Each time Ariel cleanses a damaging debuff from herself she gains an attack buff.

Special Ability

Raging Riptide

Ariel deals massive damage and knocks back enemies in front of her. Ariel cleanses all damaging debuffs from herself. If no debuffs are cleansed Ariel instead gains an attack buff.

Signature Ability

Refreshing Rally

Ariel's Special Ability cleanses one damaging debuff and grants an attack buff for thirty seconds to all adjacent allies.

Sea's Might

Grants extra attack at the start of an encounter.

Vital Tide

Grants extra health at the start of an encounter.

Pelagic Force

Attack buffs Ariel grants herself are stronger.

Cleansing Current

The chance Ariel cleanses a damaging debuff with her core ability is increased.

Nacre Nullification

Ariel's special ability purges one buff from an opponent she hits.

Restoring Ripples

Each time a damaging debuff is cleansed from Ariel, she heals over time.

Tide of the Valkyries!

Origin: *The Little Mermaid* (1989)

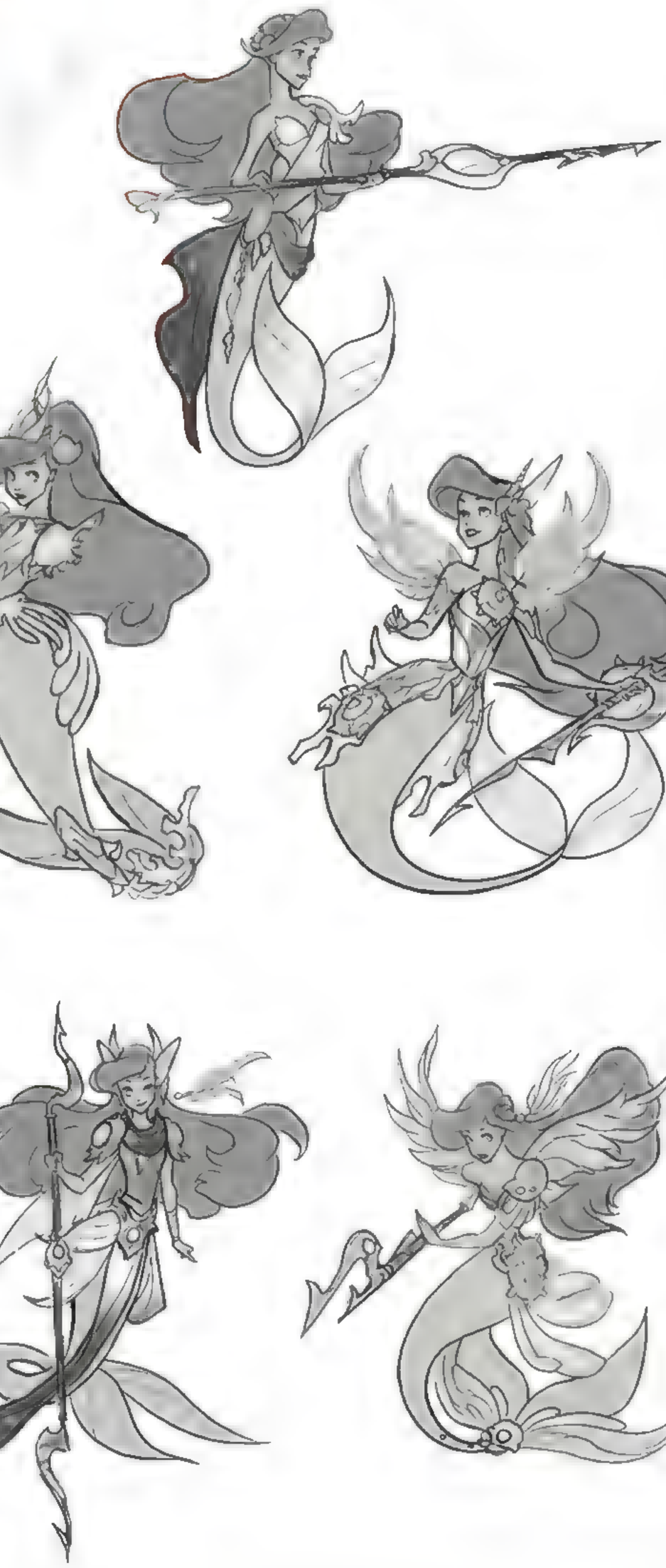
The seventh and youngest daughter of **King Triton** and the deceased **Queen Athena**, **Princess Ariel** hails from the undersea kingdom of **Atlantica**. A courageous and independent mermaid filled with a love of music and a secret fascination with the forbidden human world that exists above the seas, she yearns to be part of their world!

Stellar Magic has amplified Divergent Ariel's inner strength, emboldening her adaptability and courage to inspire all around her! Coming into her own and wielding a broken version of **Triton's trident**, she eagerly leads our heroes into glorious battle against the **Fractured** to save her kingdom and the **Mirrorverse** and to maintain balance between earth, sea, and sky!

Ariel's armor radiates a pearlescent iridescence which gives her the look of a graceful and elegant warrior queen. Unfortunately, due to an influx of Stellar Magic, Triton's trident has become unstable and split into a spear, giving it half the power that it had under her father. An addition to Triton's trident is a pearl shell which doubles as a hilt and matches Ariel's other shell-based adornments, from her crown to her body armor.

Maid of Mettle!

The first thing Kabam's design team had to decide was whether to use human Ariel or mermaid Ariel, with the latter proving to be more interesting visually. Using the power of the trident, Ariel levitates over the battlefield, which gives the illusion of her gracefully swimming through the air. This decision also allowed for a flowing buoyancy to her hair which simulates being underwater, thus providing the best of both worlds! The next decision was giving her decorative, functional armor similar to what you might find on Atlantican soldiers. This allowed her to retain her innocent look while also channeling the distinct appearance of a striking undersea Valkyrie!



Trident True

Ariel's specialty is **adaptation**, and that applies to using her father's broken trident! With her special **Rainbow Wave** attack, she can still utterly demolish anyone who dares to hurt her friends!

In Perfect Harmony

Special care was taken to unite Ariel's Valkyrie-esque adornments under a specific theme: the melding of gold trim with a soft, pearly iridescence as a unifying motif. From the back of her translucent fish-scale dress to her gauntlet, hilt, spear trident, and body armor, it wouldn't feel like Ariel if she were battle worn. The intention was to make her a warrior while maintaining her innocence and grace.

ANGER

FIERY ARBITER OF JUSTICE

MELEE

Attributes

Attack	07
Defense	05
Focus	03
Vitality	05

Core Ability — **Escalating Rage**
Immune to Burn. Each time an enemy appears, Anger gains an attack buff. When Anger reaches four or eight attack buffs, he burns all enemies, dealing damage over time.

Special Ability — **Blaze of Justice**
Anger deals massive damage, knocking back all enemies. If his attack buffs are at ten or above, he removes them and explodes. Each enemy is inflicted with Burn, dealing damage over time.

Signature Ability — **Inferno of Justice**
When Anger gains eight attack buffs, his basic attacks have a chance to inflict a Burn, dealing damage over time.

Small Steps
Grants extra attack at the start of an encounter.

Healthy Concern
Grants extra health at the start of an encounter.

Feedback Loops
When Anger triggers his special ability, he gains an attack buff that lasts for the rest of the encounter.

Rising Fury
Anger will not explode until he has reached fifteen attack buffs. Anger's special ability now deals additional damage.

Anger Management
Every time an enemy enters combat, Anger's next basic attack will deal a critical hit.

Enduring Justice
When a boss enters combat, Anger will gain six attack buffs.

Rage against the Mirror Machine!

Origin: *Inside Out* (2015)

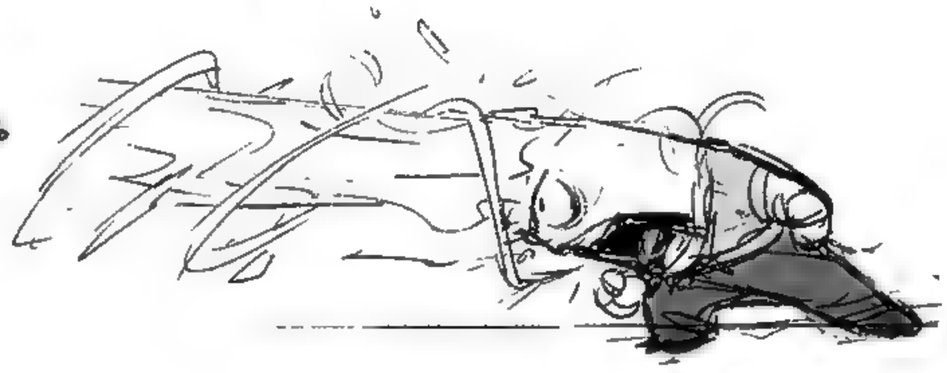
The body contains a plethora of emotions. Take, for example, a girl named **Riley Andersen**, who is managed by the emotions of **Joy**, **Sadness**, **Fear**, **Disgust**, and **Anger** (we'll ignore **Bing Bong** for now). Focusing on Anger, what we see is a literal fiery spirit! With little patience for life's imperfections, Anger is all about making sure that everything is fair. Unfortunately, he tends to explode, quite literally, if things don't go as planned . . .

Now Stellar Magic has made Divergent Anger's righteous indignation ten times greater, and his hotheadedness is *eternally fueled*! It can be (healthily) directed in any fair, reasonable fight!

With his flame burning 24/7, Divergent Anger is a fiery arbiter of justice—intense, fully focused, controlled *rage* physically bursting at the seams to escape. Using his starched tie as an actual flame sword, his design enforces this idea by having every part of his clothing *smolder* while his body cracks—as if to show that he's barely holding himself together!

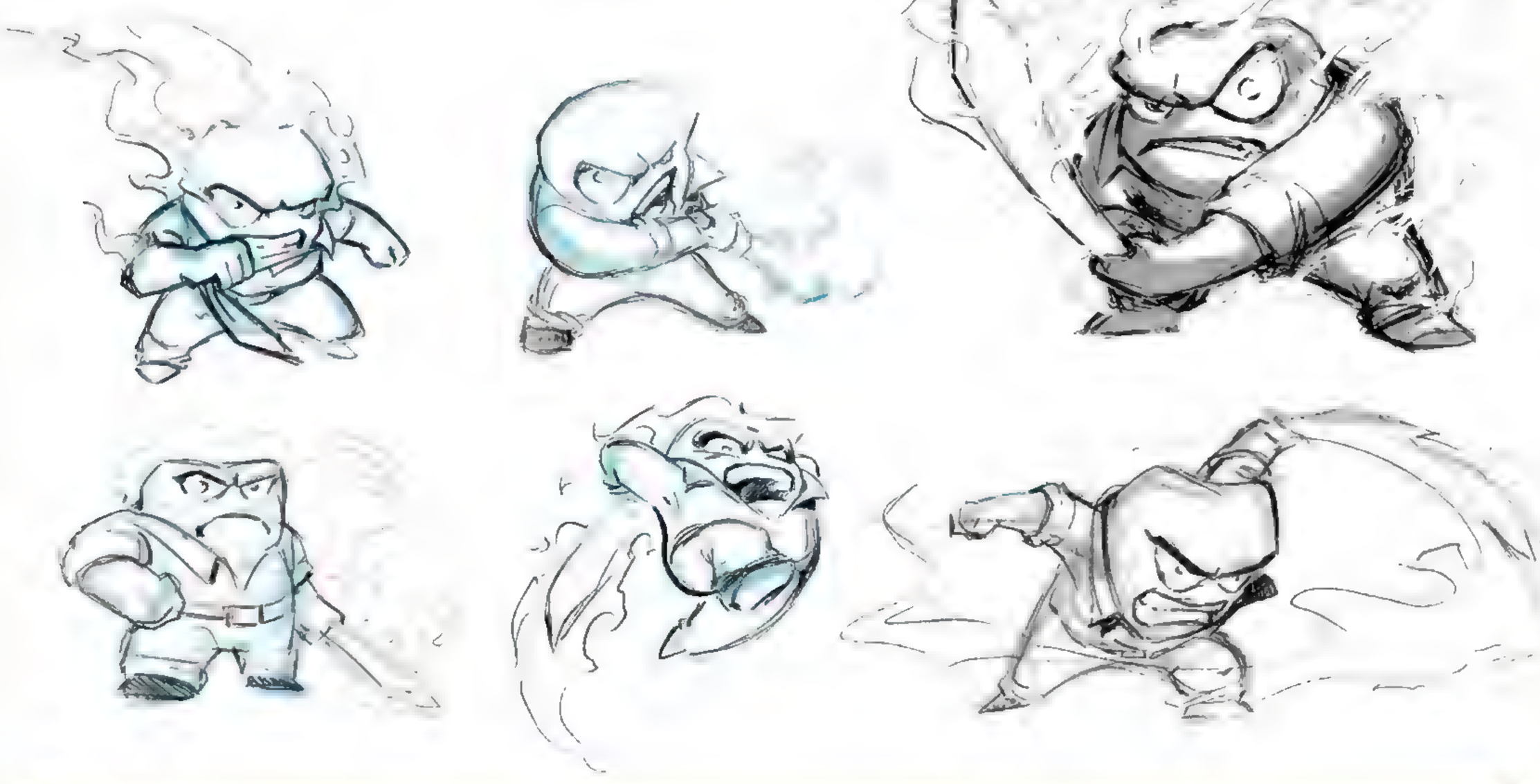
Anger-Management Techniques

The best thing about Anger is not that he gets ticked off, but that he gets *rightfully ticked off* at anyone who dares to *earn* his ire. He's already fierce and competitive, but the Mirrorverse fuels and amps him at a *constant* ten! Admittedly, it was this idea that made him incredibly fun to push for Kabam's design team! That said, some of the weaponry designed for him—flaming axes, a buster sword, and even a lit newspaper—didn't quite click. This only proved that sometimes the simplest solutions—him removing his tie, turning it into a flaming sword, and shredding his clothes before kicking his enemies' posteriors—are best.



Feats of Flame

Kabam saw no real reason to change Anger's clothes. In a way, his business attire is iconic, and having him tear it up only adds to the hilarity of what comes when his attacks escalate. Once clothing was established, the next step was to figure out how his **Flaming Tie Sword** would move and how he would wield it.



Portrait of an Emotion on Fire

Woe be unto those who evoke the wrath of Anger! Shown here are the four escalating stages before Anger explodes into a fiery ball of doom! In order to do this, Anger stacks attack buffs in-game. Once he's reached the correct and critical number of buffs, he literally explodes upon himself (but more importantly, his enemies) like a supernova! In a place with higher stakes, Anger can finally be allowed to go all out!

DONALD DUCK

CANTANKEROUS IRONCLAD RAILER

TANK

Attributes

Attack	07
Defense	07
Focus	02
Vitality	05

Core Ability — **Passive Aggression**

When an enemy hits Donald Duck, he has a chance to gain a defense buff for the remainder of the encounter.

Special Ability — **Aggressive Passion**

When activating his special ability, Donald Duck gains armor. Defense buffs are replaced with an attack buff for a short time. Donald Duck deals additional damage and knocks back nearby enemies.

Signature Ability — **Reinforcements**

Donald Duck's special ability grants additional armor. Donald Duck's special ability deals additional damage.

Anchor Aweigh
Grants additional defense at the start of an encounter.

Fighting Mad
Grants additional attack at the start of an encounter.

Boiling Over
Donald Duck's core ability has an additional chance to activate.

Steeled Resolve
Donald Duck's special ability grants additional armor when activated.

Defensive Attitude
Donald Duck's core ability guarantees an additional defense buff when it activates.

Short Fuse
The attack buffs granted by Donald Duck's special ability last longer.

Flying off the Deep End!

Origin: *The Wise Little Hen* (1934)

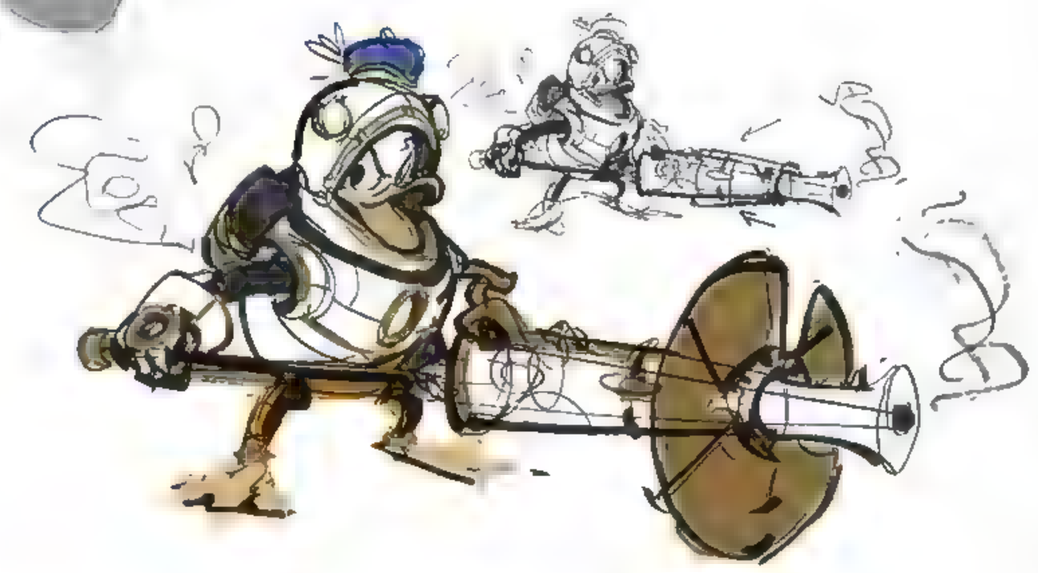
A sailor on the sea of fate and a prankster who gives better than he gets, **Donald Duck** has a temper equal only to his iconic indecipherably squawking voice! When his sister, **Della**, disappeared, he dedicated himself to raising his nephews, **Huey**, **Dewey**, and **Louie**. When his uncle **Scrooge** shut himself away from the world after making his fortune, it was Donald who reignited his adventurous spirit with feats of bravery (and a swift kick in the pants). If **Mickey** is all about friends, and **Goofy** is all about heart, then Donald is all about the comical frustrations of family!

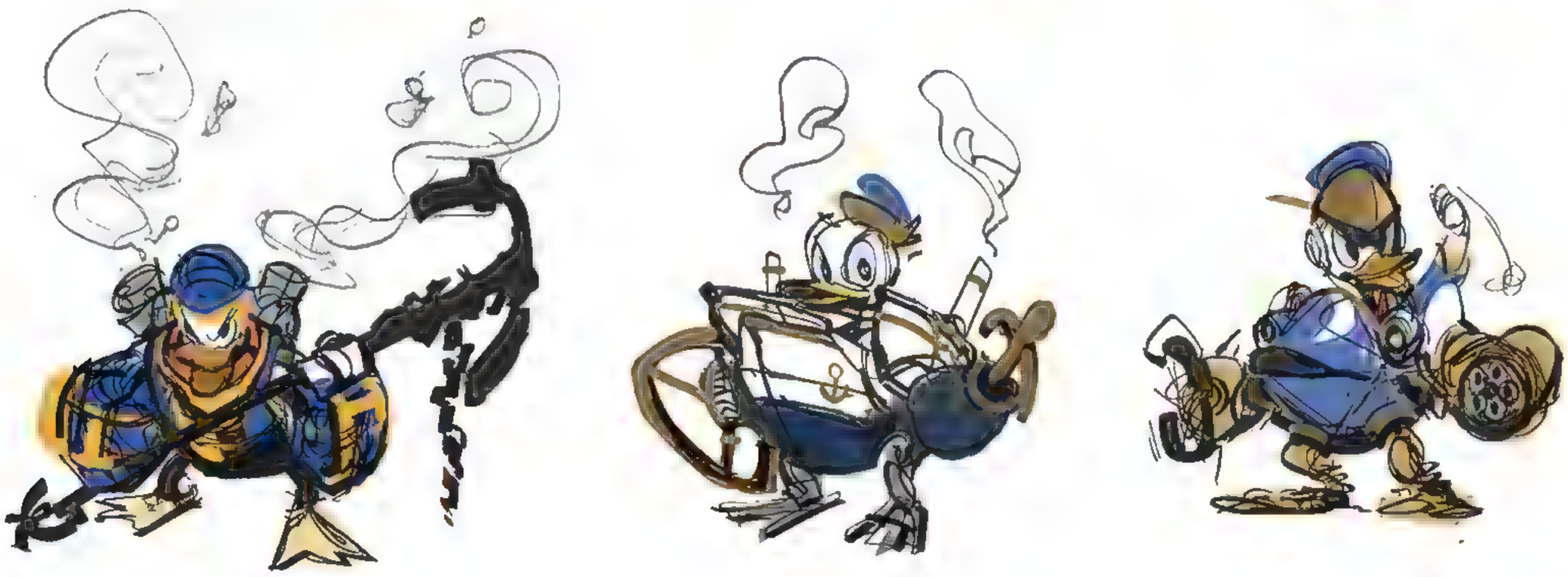
Donald is a daring, temperamental sailor with a giant glowing **Power Anchor** for a weapon, and **Stellar Magic** has amplified Donald's temper, converting his endless frustrations at life into *raw power* and giving him the strength and fortitude of a living battleship! With his classic blue sailor suit as a base for his **power suit**, Divergent Donald looks like a battle-ready Mirrorverse marine, eager to boot some **Fractured** backside! Anchors aweigh!

Deep Duck Trouble

Nothing happens by accident in game design. Astute readers will note that animated Donald wears a blue suit, and comics Donald wears a black one. Interestingly enough, Divergent Donald wound up with elements of both.

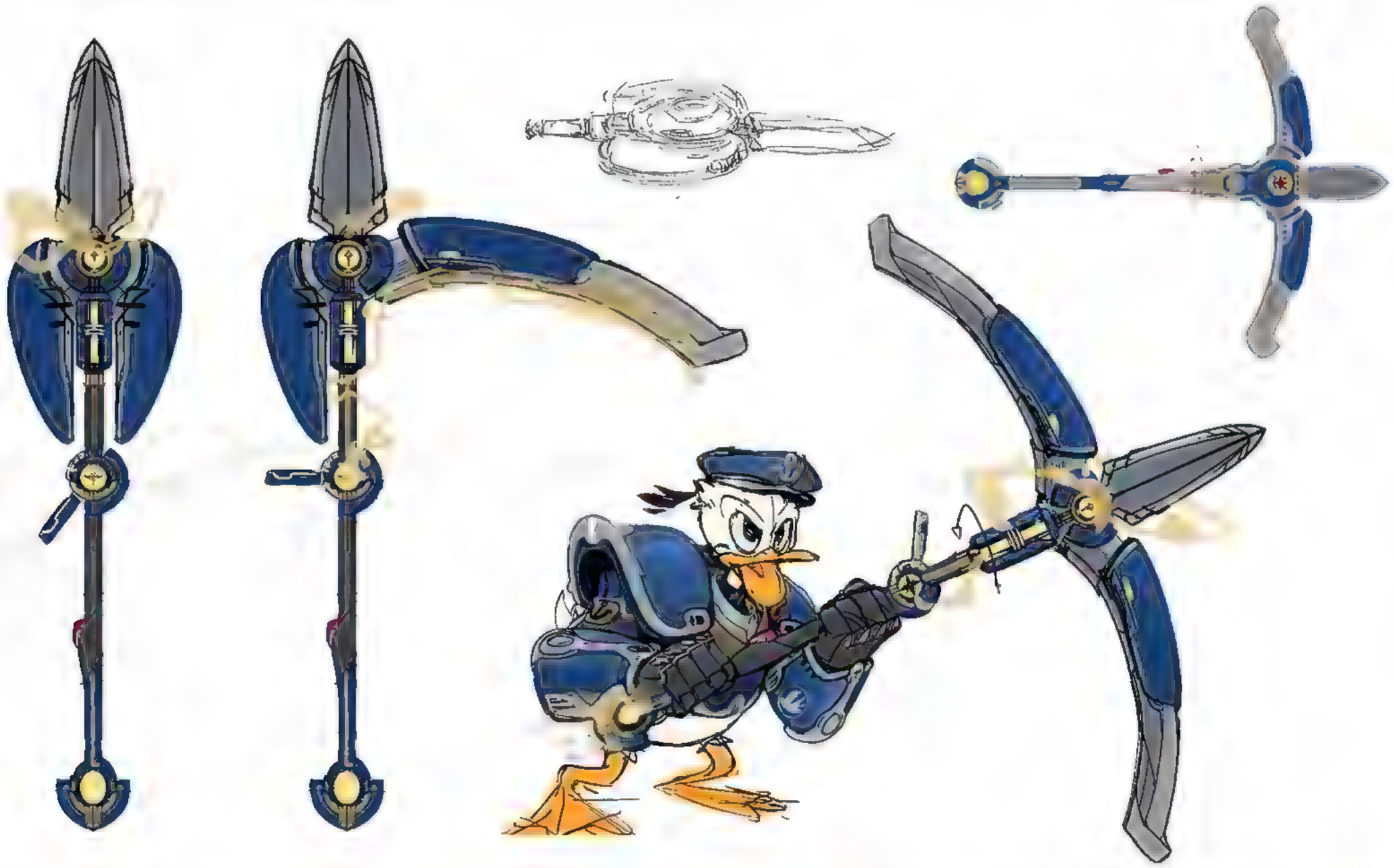
His natural daring and sailor roots helped evolve Divergent Donald from Source Donald. Feeling the boat and duck suits were too on the nose (and the fish suit too weird), Kabam explored how to boil Donald's essence down into something divergent and new. Using the same '30s and '40s design aesthetics as the rest of the classic crew, but this time focusing on **steampunk** as an . . . anchor (pardon the pun), they reimagined Donald as a sort of armored sea knight!





An Able-Bodied Sea Duck!

Donald's resentment at his extreme bad luck explodes into anger when his internal fuse burns down, and he channels this to forge his frustrations into physical actuality. That's where the Power Anchor comes into play! Using the anchor's ability to channel **Stellar Magic**, Donald transforms his weapon of choice into whatever he needs! In some cases, the anchor remains an anchor, but in others it becomes a pole arm, an axe, or a spear. This makes him unique when it comes to combat while also reinforcing his status as the admiral-like tank of the classic-character team!



Goin' Qu@ckers!

Revisiting his weaponry one last time, you can easily see in the concepts shown here how Donald uses his transforming anchor to shield himself, cleave his enemies in twain, hack away at throngs of fractured, or shoot Stellar Magic in a straight line. All these ideas came from sussing out how the characters work and what works best for them in terms of how they react toward their enemies. Again, nothing happens by accident in game design!

BALOO

BOLD PILOT FIGHTER

TANK

Attributes

- Attack 05
- Defense 06
- Focus 01
- Vitality 08

Core Ability — **Cargo Delivery**

Hitting with basic attacks has a chance to gain a Cargo charge. Holding a heavy attack uses charges to give a random buff. Baloo's heavy attack hits all surrounding enemies.

Special Ability — **Air Drop**

Baloo removes all Cargo charges and gives a random buff for each Cargo charge removed. Deal massive damage to nearby enemies. Chance to stun nearby enemies for two seconds.

Signature Ability — **Relax, Jack!**

While holding a heavy attack, Baloo gains a defense buff.

Custom Shield

Grants extra defense at the start of an encounter.

Pilot's Cap

Grants extra health at the start of an encounter.

Well Whatta Ya Know!

Whenever a Chromastone is destroyed, gain a defense buff.

Mango Fandango

Whenever Baloo gains healing from his core ability or special ability, he has a chance for extra self-healing.

Take It Easy

Each time Baloo gains a Cargo charge, apply an attack debuff to his target for five seconds.

Spin It!

When Baloo hits an enemy with a heavy attack, 100% chance to gain a Cargo charge.

Plunder and Lightning

Origin *The Jungle Book* (movie version, 1967), *TaleSpin* (animated series version, 1990)

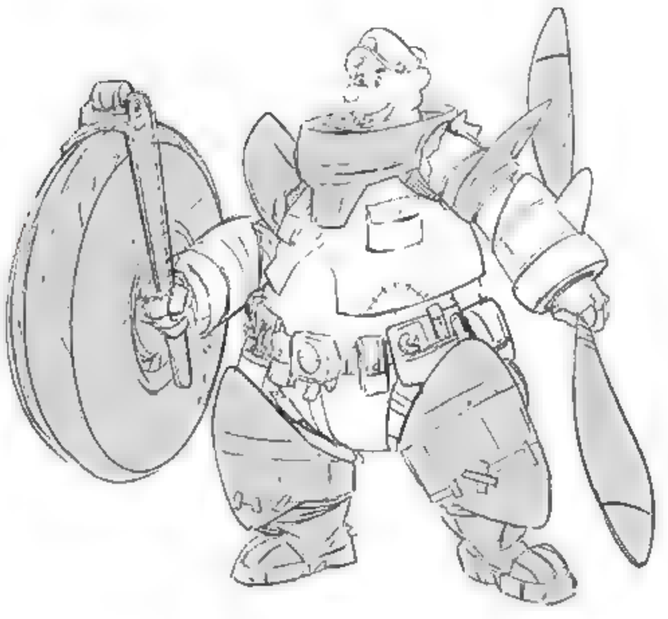
Welcome to the city of **Cape Suzette** and the golden age of air travel! When a lazy hotshot pilot named **Baloo** finds out his twin-engine seaplane, the ***Sea Duck***, has been bought by the business-woman **Rebecca Cunningham**, the duo form the fledgling cargo company **Higher for Hire**! With a breezy, can-do attitude, Baloo is great at reworking any situation to his liking. Together with his foster son, **Kit**, and Rebecca's daughter, **Molly**, Baloo and his found family outsmart and outwit **Don Karnage's Air Pirates** as well as the ruthless businessman **Shere Khan**!

Baloo was already laid back and highly improvisational, but Stellar Magic has tripled his aviation know-how, allowing him to rig up weapons and defenses from downed planes!

Divergent Baloo's design is reminiscent of his look in the '90s *TaleSpin* logo, where he wore a bomber jacket. Funnily enough, this was entirely coincidental and happened by accident! That said, crafting weaponry, gauntlets, and a shield from airplane parts further cements Baloo's tendency to think . . . on the fly!

On a Wing and a Bear

The *TaleSpin* Baloo has a special spot for the '90s kids of Kabam! In a world where the Mirrorverse has engulfed all airspace in a **Turbulent Triangle** of **Stellar Energy**, the cavalier hotshot has lost his plane thanks to a novice pilot who bought his company out from under him. Having salvaged the sad remains of the *Sea Duck*, Baloo has reused its parts to wage a one-man war with the goal of getting both his livelihood and his world back from the brink!

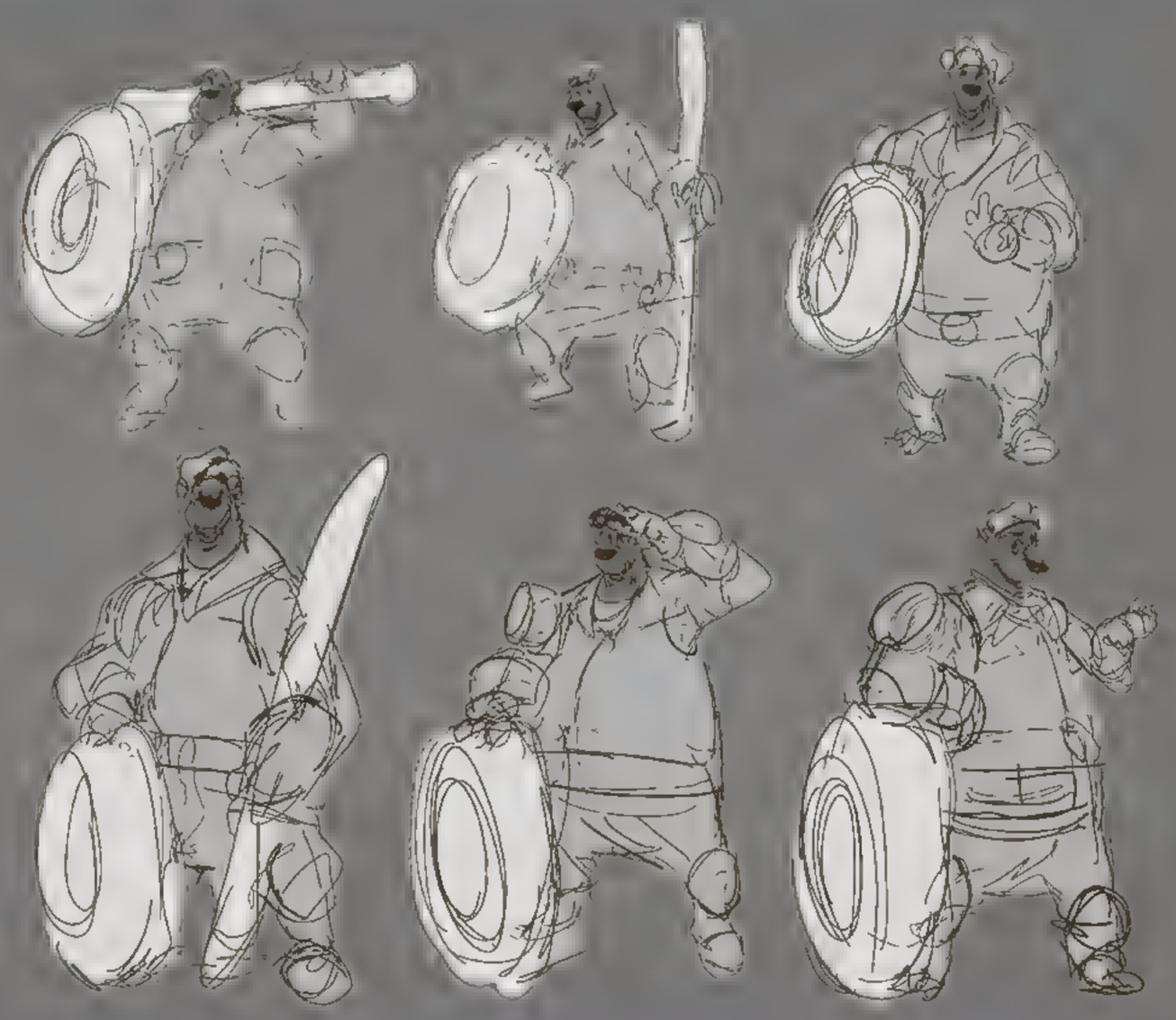


Baloo Thunder!

As you can see in the designs on the opposite page, Kabam didn't want yet another suit of armor but instead opted for something practical, scraped together by someone who wouldn't normally be armored up! Wielding a rubber tire for a shield and a propeller for a lance, and donning iron plating from the *Sea Duck* for gauntlets, Baloo honors his fallen plane by wearing it on his body.

The Sound and the Furry

The truth of the matter is that the *TaleSpin* design (as opposed to the *Jungle Book* design) gave Baloo more interesting things to play with visually. But that came with a caveat! Putting *too much* on him loses the practicality and recognizability of him as a character. Dressing him in his pilot clothes instead of giving him armor plating kept him true to himself. In addition to giving him a belly, his final design kept his makeshift armor functional.



CAPTAIN HOOK

VAINGLORIOUS VENGEFUL SWORDSMAN

MELEE

Attributes

Attack	08
Defense	03
Focus	04
Vitality	04

Core Ability — **Captain's Mark**

When attacking an enemy without Armor or Lure, Captain Hook applies a Mark and gains an attack buff against marked enemies. If Captain Hook is the only Guardian attacking a marked enemy, the enemy gains an attack debuff. After defeating a marked enemy, Captain Hook gains an attack buff.

Special Ability — **Duelist's Edge**

Captain Hook attacks with major damage and inflicts knock back. Damage is increased with marked enemies. Upon defeating an enemy, Captain Hook gains an attack buff until the end of the encounter.

Signature Ability — **Rising Revenge**

Captain Hook's basic attacks have a chance to purge a buff from a marked enemy. The chance to purge increases for each consecutive basic attack on the same target.

Captain's Cutlass

Grants a buffed attack at the start of an encounter.

Captain's Spyglass

Grants a buffed focus at the start of an encounter.

Durable Doublet

Gain a defense buff when fighting a marked enemy target.

Pirate's Blockade

Captain Hook's basic attacks and special ability have a chance to heal block a marked enemy.

Slashing Strike

Captain Hook's basic attacks have a chance to wound a marked enemy. Captain Hook's special ability guarantees the same effect.

Overboard

If two or more enemies are targeting Captain Hook, his basic attacks and special ability have a chance to knock back his targeted enemy and stun them.

Never Say Neverland

Origin: *Peter Pan* (1953)

Captain James Hook, antagonist to all of **Neverland** and **Peter Pan**'s eternal nemesis, sails his pirate ship *Jolly Roger* with his bumbling first mate, **Mr. Smee**, in search of treasure . . . and revenge! The captain is mostly known for his missing left hand, which was (*a*) cut off by Pan, (*b*) fed to a *constantly* in-pursuit crocodile named **Tick-Tock**, and (*c*) replaced with a sharp iron hook. As a result, Hook's eternally traumatized attitude toward life is practically palpable! In contrast to his crew's incompetent antics, Hook is a flamboyant aristocrat—well read and charming, in a sinister way. Despite his cartoonishly over-the-top fear of being killed and eaten by Tick-Tock, he's still bloodthirsty, shrewd, and extremely dangerous, should he ever gain the upper . . . hand!

Hook, an extremely vengeful pirate who is often just shy of being a nervous wreck, has had his intense vigilance amplified even further by **Stellar Magic**, making his greatest flaw into his greatest strength! Able to perceive the tiniest weaknesses in others, Hook excels at striking his foes where it hurts the most.

A Rapier Wit

While Kabam denies that Divergent Hook's alligator skin is Tick-Tock, the idea behind his design is him taking his greatest fears and making them his own in order to conquer all around him. But Hook is still a diva at heart—wearing his gear and wielding his weaponry in a manner as regal as possible. Divergent Hook is all about taking one's fears and owning them. Anything else, like the clock weapon seen below, would be too on the nose.

Rock around the Clockodile

Hook's accessories aren't meant to evoke gruesomeness but instead provide an elegant aura of fear. His alligator pauldron alongside his rather ghoulish skin coat and fanged sword are there to remind you that, for all the comedy associated with Hook, he's still a competent villain who is not to be trifled with.

Off the Hook

Captain Hook's a tricky character. His affable personality and all the comedy that surrounds him are meant to make you lower your guard and forget that, in truth, he's actually a very credible and dangerous threat. Divergent Hook is no different, and this train of thought was *absolutely* kept in mind when figuring out what makes the character work so well.

EVE

PLANETARY SECURITY SENTRY

RANGED

Attributes

Attack	08
Defense	04
Focus	06
Vitality	04

Core Ability

Electrostatic Shielding

Immune to Wound and Poison. EVE's Shield charges regularly. When melee enemies or tanks are hit by EVE's Shield while it's charged, they are inflicted with a Shock. EVE's Shield then needs to recharge.

Special Ability

Orbital Isolation Drive

EVE deals damage to all enemies in a small area around the current target.

Signature Ability

Stunning Protector

EVE's Shield now stuns the target for a short duration.

Targeting Priority

Grants focus at the start of an encounter.

External Shielding

Grants a defense buff at the start of an encounter.

Feedback Boost

EVE's heavy attack has a chance to inflict a Shock, dealing additional damage.

Electrostatic Envelope

EVE's special ability now adds a Shock after hitting the target, dealing additional damage.

Polarity Shift

EVE's Shield now inflicts knock back on the affected enemy.

Enhanced Electrostatics

EVE's special ability deals additional damage for each Shock on the target.

Section 00110001

Origin: *WALL·E* (2008)

pushes play

****AXIOM ROBOT DATABASE ACKNOWLEDGED****
****BEGIN MIRRORVERSE ART BOOK ENTRY PT. 1-A****

DESIGNATION: EVE (**E**xtraterrestrial **V**egetation **E**valuator)—a terrestrial biological scouting droid connected to the **AXIOM** spaceship, which is run by **AUTOPILOT**, or **AUTO** for short.

EQUIPMENT: Scanners, specimen storage, and a plasma cannon in her right arm.

SCHEMATICS: EVE moves using antigravity technology. Programmed with hints of individuality, sentience, and a low tolerance for frustration, the EVE unit found herself to be compatible with the **WALL·E** (**W**aste **A**llocation **L**oad **L**ifter—**E**arth **C**lass) unit and vice versa. Finding what looks like a pla-a-a-ant thee33y$%#&—

transmission abruptly ended by AUTO
searches database

pushes play

****ART BOOK ENTRY PT. 1-B****

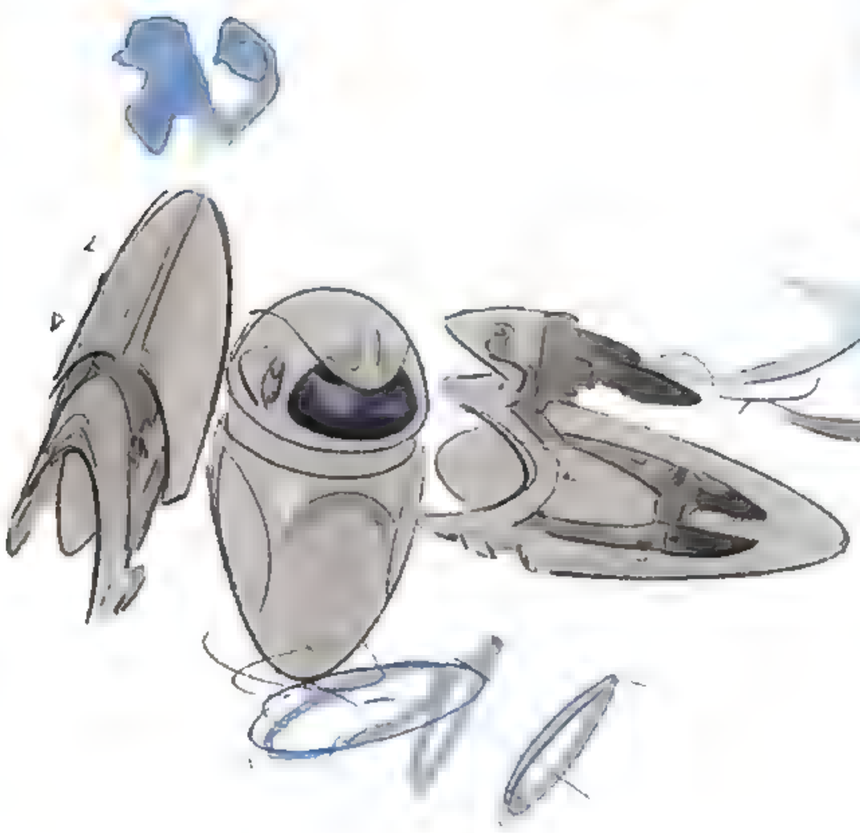
DESCRIPTION: DIVERGENT EVE—EVE was built with reactionary and protective programming that keeps her always alert, but invasive energy code-named ****STELLAR MAGIC**** has caused EVE's AI to generate new coding. With her long-range and defensive capabilities now able to operate on an intergalactic scale, nothing can stop her from detecting and deleting the Fractured threat!

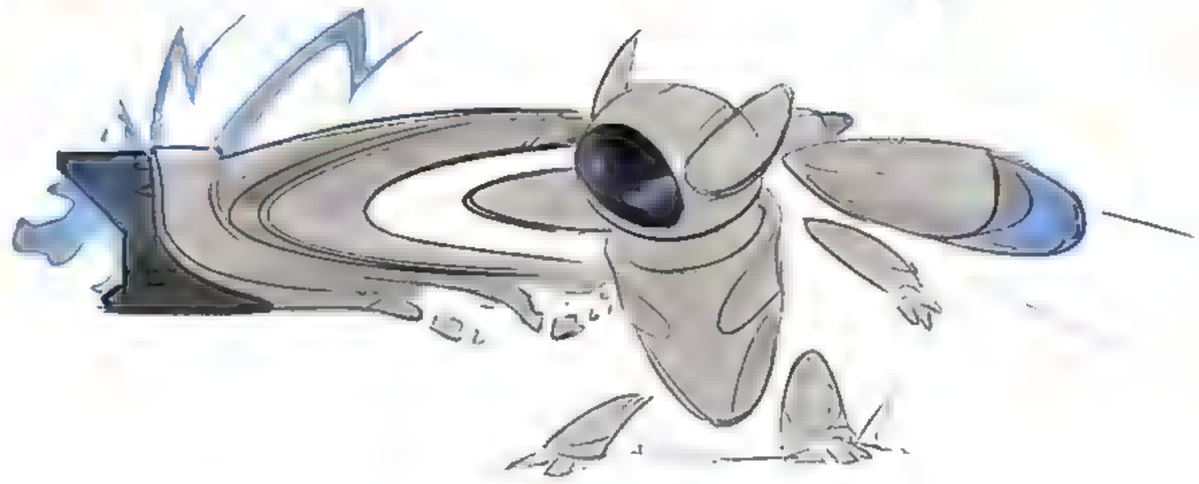
Section 00110010

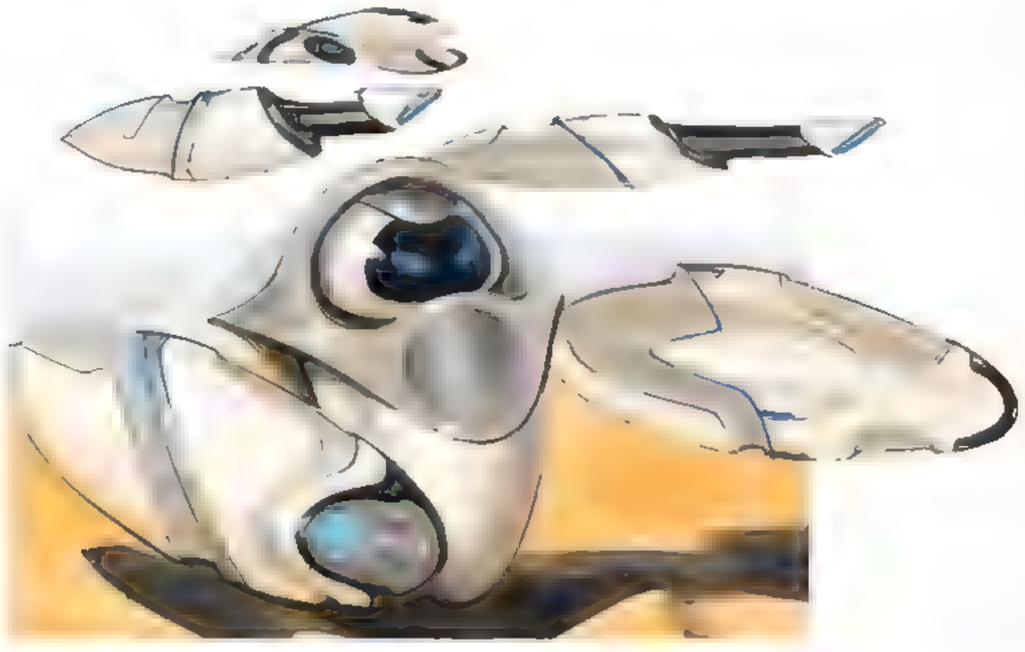
pushes play

****ART BOOK ENTRY PT. 2****

CONCEPTS: Locating planetary life due to Mirrorverse influence, Divergent EVE is reimagined as an intergalactic protector. Purpose built and reactionary, EVE is a feisty robot! Soft and subtle insets and bevels were considered to differentiate Divergent EVE from Source EVE but were ultimately discarded. Sleek and sophisticated faint white circuit lines run through her, indicating nanotech functionality. Careful consideration was made during her design not to humanize her too much. Results seen below.





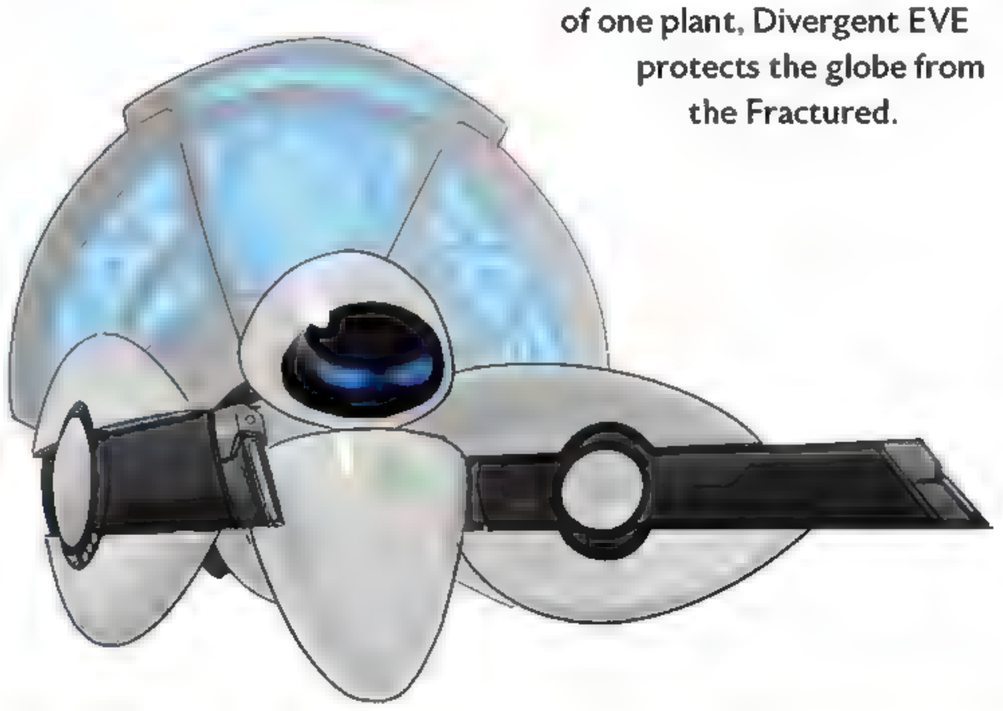


Section 00110011

pushes play

****ART BOOK ENTRY PT. 3****

ASSESSMENT: Divergent EVE makes use of her "hands" to transform and amp up her internal armory, opening and flaring them out in order to fulfill her purpose as a weapon-based planetary protection unit. Remaining slick and clean was crucial to her look and aesthetic. Retaining that from her source design was important. Now, instead of one plant, Divergent EVE protects the globe from the Fractured.



Section 01000101 01011000

FINALE: Using Planet Earth as a visual motif, the halo of tech behind her is a monitor field / satellite system—giving her a constant feed of stats and information so she knows what to hit. This allows her access to her own miniature "central hub" so she can react quickly to any given issue.

****END ENTRY****

HADES

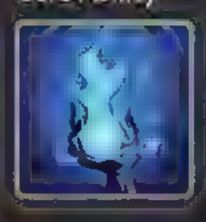
FURIOUS COMMANDER OF THE ETERNAL ARMY

RANGED

Attributes

Attack	07
Defense	02
Focus	07
Vitality	05

Core Ability



Flames of Tartarus
Immune to Burn. Critical hits inflict a Burn, dealing damage over time. If the target has armor, the damage and duration of the Burn are doubled.

Special Ability

Well of Souls
Hades deals damage to enemies in a small area around the current target. If the target is inflicted with a Burn, they suffer additional damage. Inflicts a Burn, dealing damage over time.

Signature Ability

Last Laugh
If Hades defeats a target with his special ability, that target explodes, dealing damage to all enemies.

Panic
Grants focus at the start of the encounter.

Pain
Grants extra attack at the start of the encounter.

Spite
On critical hits, Hades's demons apply an attack debuff to any enemies they hit. On critical hits, Hades's attacks purge an attack or defense buff for each Burn on any enemies they hit.

Fury
Hades's special ability deals additional damage, which is increased for each Burn on the target.

Cruelty
Each time an enemy gains armor, Hades gains a focus buff.

Arrogance
Hades's special ability inflicts a Burn, dealing damage per second for a short time. All of Hades's Burns are increased for each enemy defeated by his special ability.

The Thunder Down Underworld

Origin: *Hercules* (1997)

Sarcastic, cruel, explosively volatile at the tiniest inconvenience, and a complete creep, **Hades** has an insatiable lust for power—which he exhibits by constantly trying to usurp his older brother **Zeus**. The black sheep of the Olympian gods who resents his position as lord of the underworld, Hades prefers having others do his dirty work for him—which usually results in his imps **Pain** and **Panic** taking the brunt of his abuse. Thankfully, Hades's failed attempt to secure his future plans by killing **Hercules** as a baby wound up causing Herc to be the very hero who'd foil said plans time and time again.

Though Hades has the pomposity of a godly general, **Stellar Magic** has twisted his strategic mind, allowing him to harness his rage and keep himself under control, and thus enabling him to mobilize and command the denizens of the underworld as if they were his personal undead army! And what choice do those souls under his thumb have, except to obey?

Soul Trained

No longer a frustrated caretaker of souls, Divergent Hades is a tactical warmonger who uses the undead duplicitously. This helped when coming up with his design. Being a commander and a god meant that there had to be a stature about his presence, which explains the subtle addition of armor to help cement that point. His jagged, rocky pauldrons and sharp elements of his breastplate helped him lean in to this aesthetic while still sticking with the specific design motifs that *Hercules* characters are known for.

The Dark Gospel Truth

Keen on amplifying Hades's fire traits without making use of his frustrated explosions, the designers added cool blue flames around his feet for a sense of his movement being ethereal, while the intimidating skulls and chains grounded him even further and blended him into his edgier Divergent Underworld surroundings. Red explosive fire was out, as he's now more controlled and calculating than ever.

Lethe Sleeping Gods Lie

Hades's armor was created to make him feel more like a militaristic commander, but Kabam had to be careful to find a balance. Too many curves would detract from the Greek art aesthetic of the *Hercules* movie, but too many spikes and points would make him unrecognizable.

JACK SKELLINGTON

INVENTOR OF HOLIDAY SPIRIT

SUPPORT

Attributes

Attack	06
Defense	03
Focus	03
Vitality	06

Core Ability — **Stocking Stuffers**
Jack's heavy attack purges one attribute buff from its target. Whenever any ally purges a buff from an enemy, Jack heals and grants all allies an attack buff.

Special Ability — **Tricks and Treats**
All allies gain an attack buff until the end of the encounter. All other allies heal slightly over time. All enemies are inflicted with a defense debuff until the end of combat.

Signature Ability — **Holiday Spirit**
At the start of combat, each enemy gains a Trick buff. Trick buffs are treated as a 0% attack buff. Whenever Jack purges a buff, he deals additional damage to that target.

Festive Fortitude
Grants additional health at the start of an encounter.

Inventive Improvements
Grants an attack buff at the start of an encounter.

The Naughty List
Whenever Jack purges a buff from an enemy, that enemy is inflicted with a defense debuff until the end of combat.

The Nice List
At the start of an encounter, all allies gain an attack buff that lasts until the end of the encounter.

Restorative Moonlight
Whenever Jack purges a buff from an enemy, all other allies heal slightly.

The Perfect Gift
Attack buffs and heals from Jack's core and special abilities are increased. Whenever Jack uses his special ability, he has a chance to heal.

Now *This* Is Halloween

Origin: *Tim Burton's The Nightmare Before Christmas* (1993)

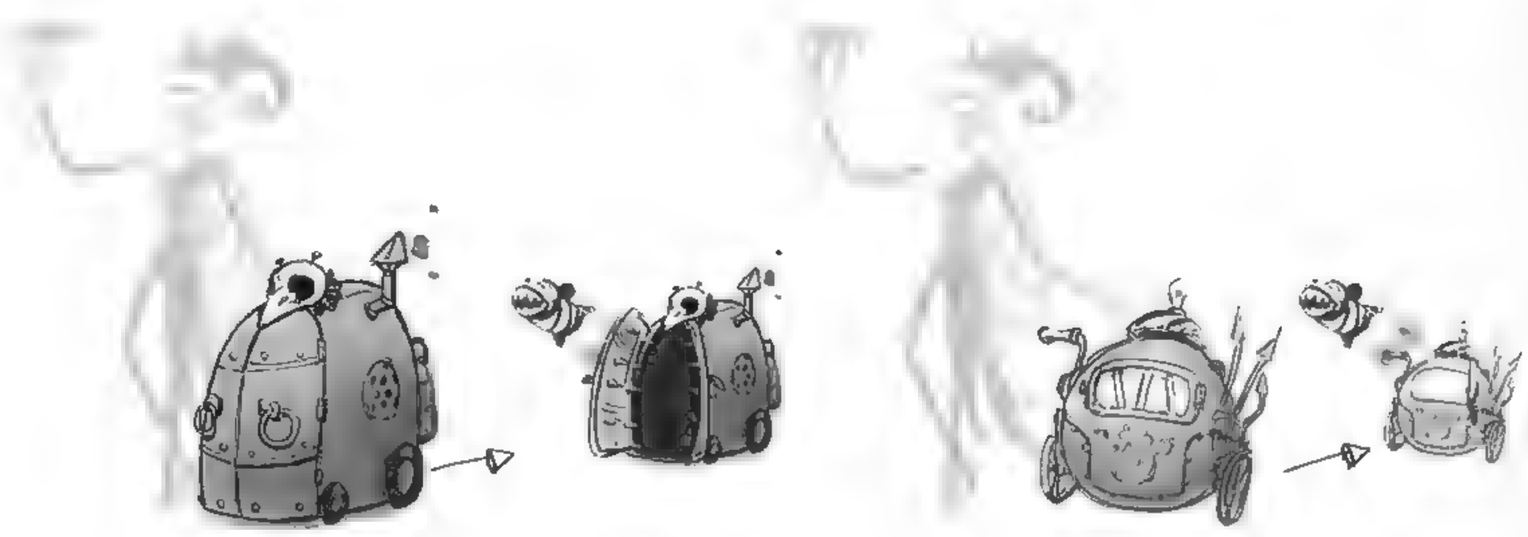
Jack Skellington, the beloved **Pumpkin King** and leader of **Halloween Town**, is the curious, affable, and slightly oblivious skeletal spirit whose Halloween scare powers are rivaled only by his holiday cheer! Tired of the same old thing and craving something new, Jack takes a walk and discovers **Christmas Town**. Ignoring the loving warnings of **Sally**, the patchwork rag doll, and eager to take the town over with genuinely good intentions, Jack decides to give Christmas's jolly frontman, "**Sandy Claws**," a day off by having **Lock**, **Shock**, and **Barrel** bring him in . . . despite them being in cahoots with his villainous rival, **Oogie Boogie**! Naturally, chaos ensues.

Stellar Magic has boosted Jack's methodical curiosity! Conjuring bizarre, mashed-up holiday creations into usable gothic gear, he cheerily combines the festivity of Christmas with the horror of Halloween to inspire holiday spirit toward enemy and ally alike—whether they like it or not.

All Gallows' Eve!

An insatiably inquisitive skeletal mad scientist with scare powers is a *lot* to work with, but the design team did it! Jack is a naturally curious character, and this trait shone throughout his development phase. The problem, however, was making sure he didn't feel *too* associated with either Christmas or Halloween, as you can see in the designs below. There had to be an even balance for both. Christmassy fur and candles with a pinstriped Halloween suit ultimately sealed the deal.

Divergent Jack was hard to pin down for Kabam's design team, partly because everything about him is unusual. The design team decided early on that they wanted him to carry a Santa sack, but implementing it proved a challenge. As the team slowly pinned down how they wanted Jack to look, his weird "industrial sack" design came together, as you can see on the opposite page.

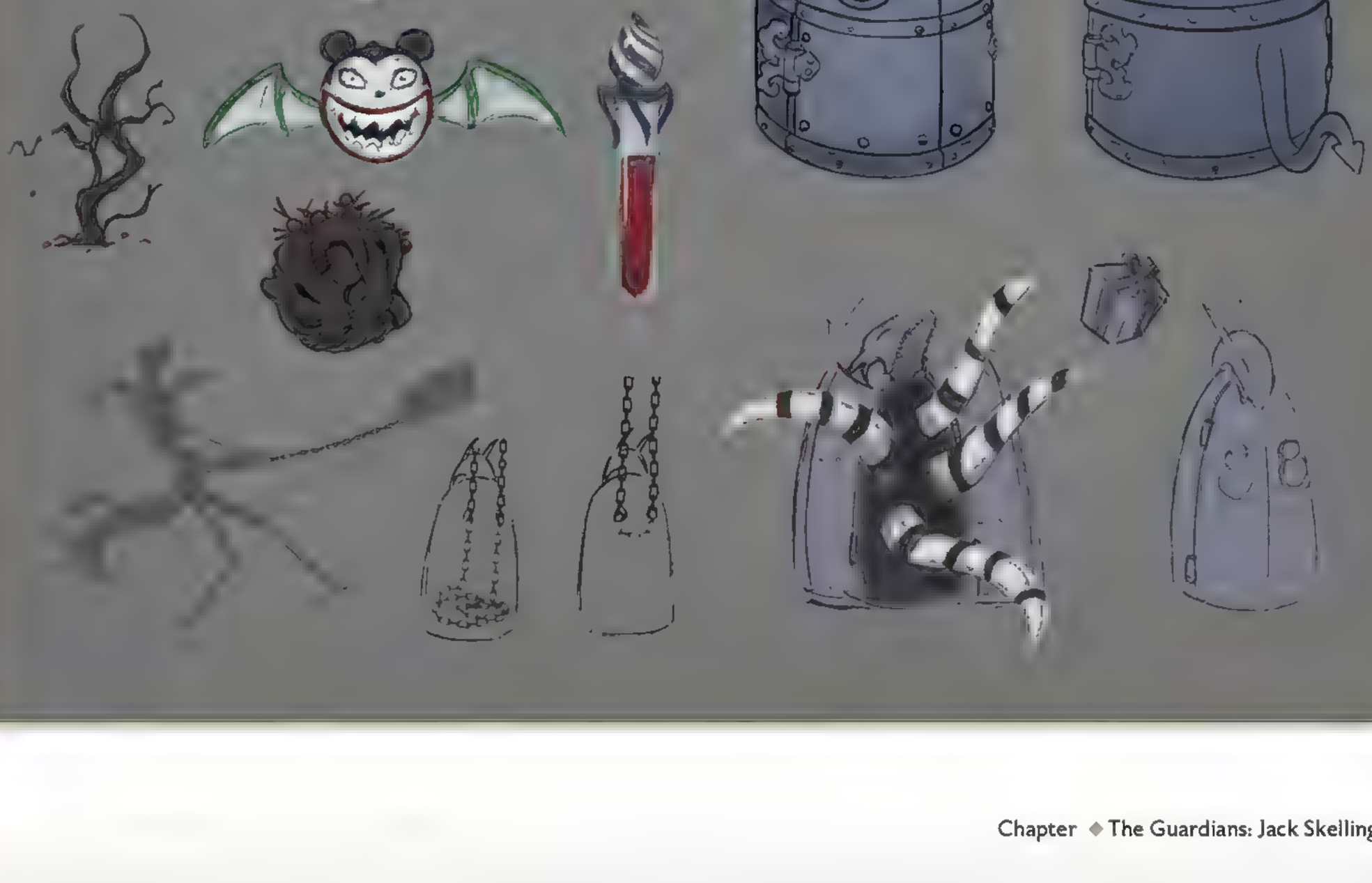


The Skeleton Dance

Jack's numerous bag and suit changes led to a variety of toppers for his constantly morphing sack, like skeletons, demons, and jack-o'-lanterns, while the design of his collar hinted at black flames, had candy stripes, or even went full tilt on the fur lining.

The Skeleton Key

It took a while, but the team finally settled on an iron maiden Santa sack with an homage to Jack's pet dog, **Zero**, truly befitting *The Nightmare Before Christmas*'s art style! This in turn allowed them to craft conjured items and machinery that fit into a fusion holiday aesthetic that truly felt like something Jack himself would conjure!



ELSA

ICE STORM ELEMENTAL

RANGED

Attributes

Attack	08
Defense	03
Focus	07
Vitality	04

Core Ability

North Wind

Immune to Freeze. A gust of North Wind buffets the enemy party, inflicting a defense debuff on them. If an enemy has Frostbite debuff, North Wind deals additional damage.

Special Ability

Frostbite

Elsa casts a Frostbite aura on her and the target's position. The enemy is inflicted with a Frostbite debuff. Enemies that enter the aura are inflicted with Freeze damage while they remain inside the area.

Signature Ability

Solid Resolve

While inside a Frostbite aura, Elsa gains attack damage. Elsa's Frostbite aura duration is increased.

Ice Spirals

Grants focus at the start of an encounter. Elsa's Frostbite aura duration is increased.

Black Ice

Grants bonus attack at the start of an encounter. Elsa's Frostbite aura duration is increased.

Frostlock

Any enemy inside the Frostbite aura is inflicted with an attack debuff. Elsa's Frostbite aura duration is increased.

Frostburn

Any enemy inside the Frostbite aura is inflicted with a defense debuff. Elsa's Frostbite aura duration is increased.

Pack Ice

Any enemy inside the Frostbite aura is rooted for the duration of the Frostbite aura. Elsa's Frostbite aura duration is increased.

Flurries

Elsa's Frostbite aura now deals additional damage. Elsa's Frostbite aura duration is increased.

The Mirrorverse Never Bothered Me Anyway

Origin: *Frozen* (2013)

Elsa, the former queen of **Arendelle**, currently resides in the **Enchanted Forest**, where she bridges the magic that exists between people and nature. Gifted with the power to create ice and snow at birth but lacking the ability to control it, Elsa inadvertently plunged her kingdom into eternal winter and isolated herself from everyone in Arendelle for their own safety. With the help of her sister, **Anna**, Elsa learned to love herself and trust in others, and she gained full control of her powers. Three years later, after she was called to the **Ahtohallan** glacier to fulfill her destiny, a now powerful, protective, and confident Elsa passed the Arendelle throne to Anna and embraced her new role as the **Snow Queen**.

Protective, powerful, and thoughtful, Elsa has been forced by **Stellar Magic** to become one with the forces of northern nature, truly embracing her status as an **Ice Elemental**! Still separated from her family, Divergent Elsa is perfectly attuned to the storm, summoning the fury of the flurries to devastate enemy **Fractured** trapped within the icy grip of her fierce frosts!

The Snow Must Go On!

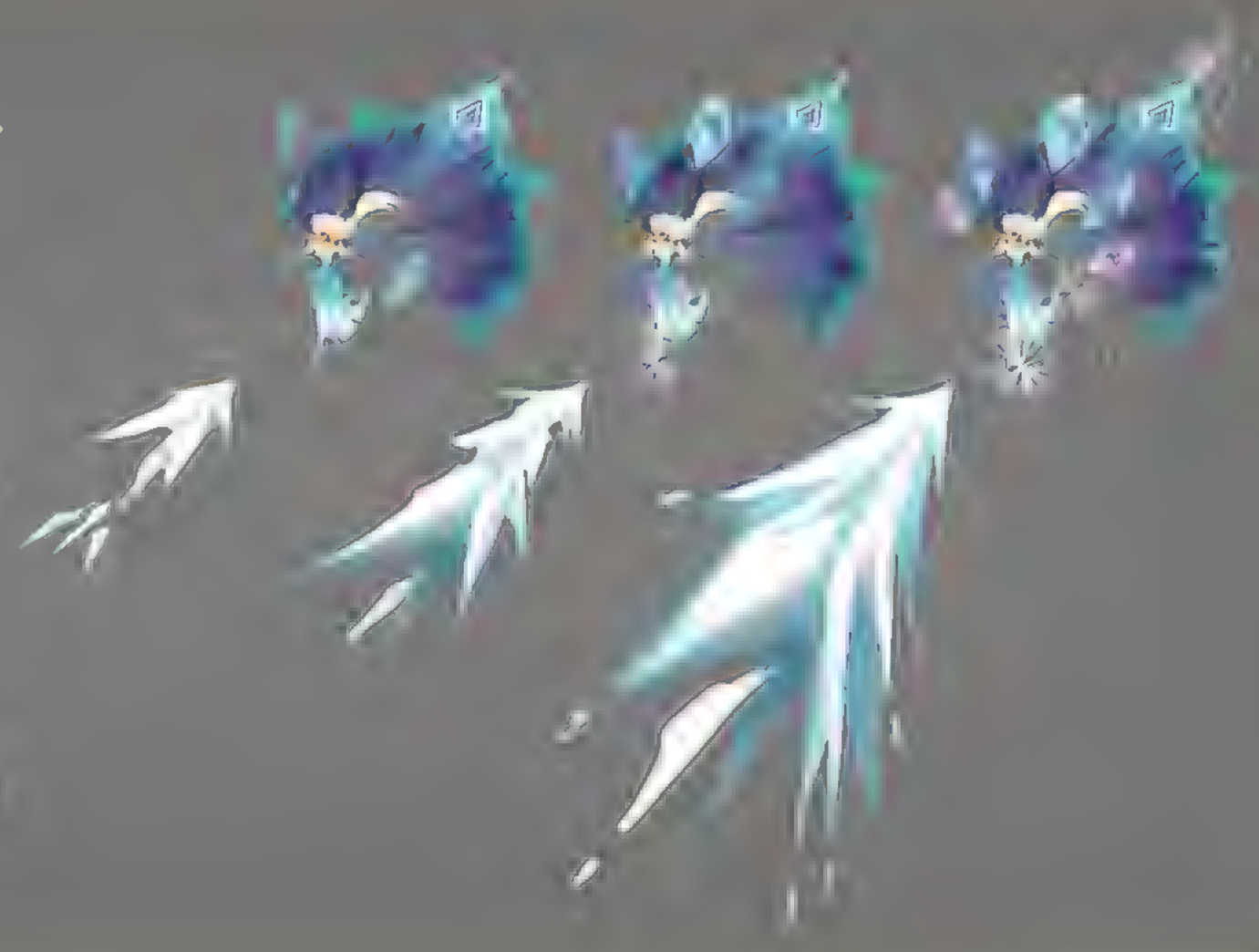
Divergent Elsa proved to be a curious problem for Kabam. When you have a character with multiple movies and significant development, you have to pick a point in time to approach them from. For Elsa, the first *Frozen* movie was picked, because (*a*) she was a character done very early in development, and (*b*) at the time, *Frozen II* was still being made! This meant that they had to avoid "sequelizing" her because they didn't know where the sequel would go! And so you can see why the scrapped designs below ultimately proved unusable.

Concessions of a Not-So-Teenage Snow Queen

Initially, sharp and structured costuming pushed Elsa's distant and restrained qualities, while floating elements showed more control over the forces of wind and ice than her source version had. Eventually these design ideas softened as she became more ethereal, cosmic, and fully in tune with her elemental powers.

Icing on the Cake

Divergent Elsa's powers lend themselves to potent Stuns that freeze enemies and push them back! A lot of care was put into her design. She's a little more feral in her look: her hair is wilder; her pants and sleeves blend flawlessly into her skin; her dress is designed like a northern lights snowflake peacocking around her as it flares up; and most importantly, she can defeat any enemy as she slowly becomes something greater than what she once was.



TINKER BELL

FEISTY AURA CASTER

RANGED

Attributes

- Attack 07
- Defense 02
- Focus 06
- Vitality 04

Core Ability

Pixie Dust Orbs

Each time Tinker Bell damages her target with a basic attack, she has a chance to gain Pixie Dust Orbs. Tinker Bell's heavy attacks guarantee one Pixie Dust Orb for each target hit.

Special Ability

Supernova

Tinker Bell enters Supernova state, gaining an attack buff for each stack of Pixie Dust. She deals damage plus Burn, and her Pixie Dust depletes.

Signature Ability

Slow Burn

Tinker Bell's Pixie Dust lasts longer before being depleted. In Supernova, Tinker Bell gains a critical damage buff for each stack of Pixie Dust. When she exits Supernova, the buff is removed.

Spirited Sights

Grants bonus attack at the start of an encounter.

Fixated Flittering

Grants focus at the start of an encounter.

Blast Wave

Whenever Tinker Bell uses her special ability, she knocks back enemies in a circle. Tinker Bell gains an additional attack power for each Pixie Dust she has when entering Supernova.

Heat Resistant

Tinker Bell is immune to Burn. Whenever Tinker Bell inflicts a Burn, she gains a focus buff.

Sparked Ire

Whenever Tinker Bell uses her special ability, enemies in a circle are inflicted with Burn. Tinker Bell gains additional attack power for each Pixie Dust she has when entering Supernova.

Burning Passion

While Tinker Bell is in her Supernova state, her basic attacks have a high chance to inflict Burn, dealing damage over time.

Now or Neverland

Origin: *Peter Pan* (1953)

Tinker Bell is a plucky fairy in Neverland, with a temper large enough to compensate for her tiny size! Many think she doesn't speak, as her speech sounds like jingling bells, but her friend **Peter Pan** understands her. Often her own worst enemy, Tink has a feisty nature that causes her to become a bit of a pest around those she mistrusts, but she gets over it . . . mostly. Like all fairies, Tink's body naturally produces **Pixie Dust**—a magic powder which, when sprinkled on living creatures, allows them the gift of flight! It's this dust which lets Peter, the **Lost Boys**, and the three **Darling children** fly over Neverland without a care.

Stellar Magic has supercharged Tink's Pixie Dust, allowing her to project a giant version of herself that creates defensive auras or launches offensive bursts! With a burning passion to do what's right (at least by her standards), this stubborn fairy is a force to be reckoned with.

A Pixilated Endeavor

Tinker Bell was extremely fun for the design team! With some of the older characters, it was hard to tell what would hold up and what wouldn't, but Divergent Tink developed with ease. Because she's naturally teeny, Tink creates a gigantic astral Pixie Dust familiar with which to battle and trick her enemies. Using an assortment of butterfly wings and creative leaf shapes for clothing inspiration, the design team originally experimented with Tink's standard look while leaving the astral avatar to look more like the source version . . .

"All You Need Is Faith, Trust, and a Little Pixie Dust"

In the end, the idea of messing with Tink's standard look was discarded, along with the hot-pink glow (why mess with what works?), but you can see how it would have played out on the opposite page. That said, significant effort was put into making Divergent Tink's wings elegant and dainty, with the previously noted butterfly motifs imprinted onto her pointed pixie wings. This same butterfly aesthetic was applied to her astral avatar as well.

A Light Dusting of Pixie Cuts

Tinker Bell is unique among Mirrorverse characters in the fact that she technically has two designs. Here you can see where the design team experimented with tiny Tink's look, using bright pinks and greens along with different wing shapes to push the Stellar-influenced brightness of her ethereal and wispy Pixie Dust. Ultimately, her classic look was used, but it's an interesting approach nonetheless.

STITCH

INTERMOLECULAR GALACTIC FORCE

MELEE

Attributes

- Attack 08
- Defense 06
- Focus 02
- Vitality 04

Core Ability

Metallic Stitch

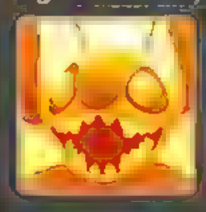
When using his heavy attack, Stitch becomes Metallic. Stitch is immune to Stun, Root, and Wound, but becomes heal blocked. Stitch can use a heavy attack to switch to his regular form.

Special Ability

Superheated Stitch

Stitch becomes Superheated, gaining an attack buff and immunity to Burn. Stitch heal blocks and deals major damage, then knocks the target back. Stitch remains Superheated if he keeps hitting an enemy.

Signature Ability



Molten Stitch

Staying Superheated for six seconds makes Stitch Molten, additionally buffing attack and dealing Burn while staying Superheated. Stitch remains Molten as long as he keeps hitting enemies.

Sharp Scratch

Grants additional attack at the start of an encounter.

Thick Hide

Grants additional defense at the start of an encounter.

Tempered Metal

If Stitch triggers his special ability while Metallic, he gains additional armor.

Combustion

If Stitch triggers his special ability from his regular form, he deals major damage.

Metal Quills

While Metallic, Stitch gains a defense buff.

Controlled Chaos

Stitch's special ability cooldown is reduced.

"There's One in Every Mirrorverse"

Origin: *Lilo and Stitch* (2002)

"*What you see before you is the first of a new species. I call it* ***Experiment 626****. He is bulletproof, fireproof, and can think faster than supercomputer. He can see in the dark and lift objects three thousand times his size. His only instinct . . . to destroy everything he touches!*"—**Jumba Jookiba**, self-proclaimed evil genius.

After crash-landing on the Hawaiian Islands, 626 meets **Lilo Pelekai**, an eccentric but lovable girl who nicknames him "**Stitch**." Abandoning his "evil" programming, Stitch reforms, becomes part of Lilo's *ohana* (family), and helps her track other experiments with the help of Jumba, **Pleakley**, and Lilo's sister **Nani**—while also avoiding the likes of former captain **Gantu**, **Experiment 625 (Reuben)**, and Jumba's former partner, the evil **Dr. Hämsterviel**!

In addition to his immense strength, Stitch has always had an adaptive physiology, but **Stellar Magic** has amplified that to ridiculous levels! Capable of controlling the speed of his own molecules (!!!), Divergent Stitch can shift between solid, liquid, and plasma metal, allowing him to even more effectively fulfill his duty as an intergalactic agent and Mirrorverse Guardian!

Serial Experiments (626) Explained

If Source Stitch was a protective powerhouse, then Divergent Stitch is something of a stellar nightmare for friend and foe alike! The idea behind Divergent Stitch is his density: control of his molecules comes with control of his physical state. One idea (as seen below) was a sort of "Hulking Stitch" in keeping with his larger-than-life personality. But that caused the team to lose part of the paradox that made Stitch cute yet deadly. At one point he even had green eyes in reference to the movie.

"M'kaukau 'oe e pa'ani?" ("Ready to Play?")

Originally, Stitch's skin and spacesuit armor glowed to signify a change—or rather, the shift of his molecular density into a different metallic state. While that transition still happens (see the box below), the designs seen here are concepts meant to indicate these changes: from solid metal to plasma metal to molten metal, respectively, as he scratches, claws, and bites his foes with relentless intensity.

An Inter-Stitch-al Cross Stitch

Unlike Source Stitch, the focus is placed on Divergent Stitch's arms as he uses a mix of ranged and melee attacks to fight. This was done to show that in the Mirrorverse, his tone is more "alien" (note the spines on his back and armor on the previous page) than "alien masked as a weird kitty cat." Also, while he has a gun, he mistires it just like in the movie, tossing it to the ground as it explodes. Some things never change.

ANNA

WARD OF ARENDELLE

MELEE

Attributes

- Attack 07
- Defense 04
- Focus 03
- Vitality 05

Core Ability

Elemental Empowerment

Anna's basic attacks have a chance to inflict a status that damages over time. Holding a heavy attack prevents knock back and provides Anna a defense buff and an attack buff for each status affecting enemies.

Special Ability

Elemental Surge

Anna knocks back all enemies around her, then deals massive damage. Anna has a chance to inflict each enemy hit with a status effect with additional damage over time.

Signature Ability

Relay Strength

Anna resists half of all status damage. Each time Anna is inflicted with a status effect, her own damage of that type becomes stronger, up to 100% per type.

Sword of Arendelle

Grants attack bonus at the start of an encounter.

Shield of Arendelle

Grants additional attack bonus at the start of an encounter.

Lasting Guard Stance

Once per heavy hold, Anna has a chance to become briefly indestructible when hit by an enemy.

Elemental Ward

Anna's basic, heavy, and special attacks deal additional damage to Titanborn. Anna resists Titanborn damage.

Controlled Strikes

Anna's chance of inflicting a status effect with her core ability is increased. The attack buff Anna gains from her core ability is increased.

Reinforced Resilience

Anna gains defense as armor when she's inflicted with a status effect. If Anna's target is immune to those effects when she inflicts them, she also gains armor.

Princess of Power!

Origin: *Frozen* (2013)

Queen Anna, current ruler of the kingdom of **Arendelle**, is known for putting the well-being of others before her own. The selfless second-born daughter of **King Agnarr** and **Queen Iduna**, Anna is a normal human who lacks the icy powers of her older sister, **Elsa**. A fearless firebrand with a huge heart who is more than capable of holding her own, Anna was the one who began the journey to save Arendelle from Elsa's unintentional curse of eternal winter. Three years later, with their bond mended, it was Anna who helped Elsa on her journey to find the elemental **Spirits of the Enchanted Forest** so she could fulfill her ultimate destiny.

Joyful, perseverant, and loyal, Anna has always been Arendelle's staunchest defender. But thanks to Stellar Magic amplifying her resilience, she can now resist the effects of all elemental magic, channeling it into her weapons and armor and igniting her passion power in a luminous and awe-inspiring display!

Now Is the Winter of Our Missed Content

The Arendelle sisters provide stark contrasts to one another. Whereas Elsa proved to be a significant hurdle, the design team had lots of fun with Anna! Because of her desire to defend that which she loves, Divergent Anna was created to be geared up and ready to go—yet she isn't burdened by her duties.

A Knight in Mirrorversed Armor

Using Joan of Arc as visual inspiration, the designers thought of Anna's weaponry and armor as characters just as important as she is. This refined and elegant battle princess channels her power through the multicolored **Troll Crystals** embedded within both the sword half her size and the floating shield. At the same time, her shield retains the flower motif seen in the movies, keeping her firmly grounded in her source aesthetics while repurposing them for battle.

Defender of the Ice Crown

Anna is sleek right down to her attacks. In a way, she's like a visual companion to **Mulan**. Redirecting elemental energy into her armor and swords, Anna is a walking visual display in battle. Note how the variously colored flashes in her weaponry signify fire, wind, earth, and water, as well as how each elemental strike is carefully designed to replicate how smooth or rough those specific attacks would be.

MIKE WAZOWSKI

MONSTROUS MECHANIZED PAL

SUPPORT

Attributes

- Attack 03
- Defense 03
- Focus 04
- Vitality 05

Core Ability

Expert Coach

After a heavy attack, allies with less than 20% health heal slightly. Defense buffs from allies are increased. Any time an ally gains armor while they already have armor, they gain an attack buff.

Special Ability

Rallying Cry

Current target gains Lure. Allies gain additional armor. High chance to cleanse one attribute debuff from all allies.

Signature Ability

We're a Team!

Grants a bonus to all attributes for all allies. When Mike or one of his allies drops to low health for the first time in an encounter, they immediately heal.

Keep an Eye Out

Grants extra attack at the start of an encounter. Grants extra attack to allies at the start of an encounter.

Importance of Friendship

Grants extra defense at the start of an encounter. Grants bonus defense to allies at the start of an encounter.

I Need a Favor

Increased chance for special ability to cleanse. High chance for special ability to cleanse an additional attribute debuff from Mike and his allies.

Encouraging Words

Heals from all allies are increased.

Proper Threat

Armor gained by all allies is increased.

You Got This, Buddy!

Ally special abilities deal increased damage.

The Creature Walks among Us!

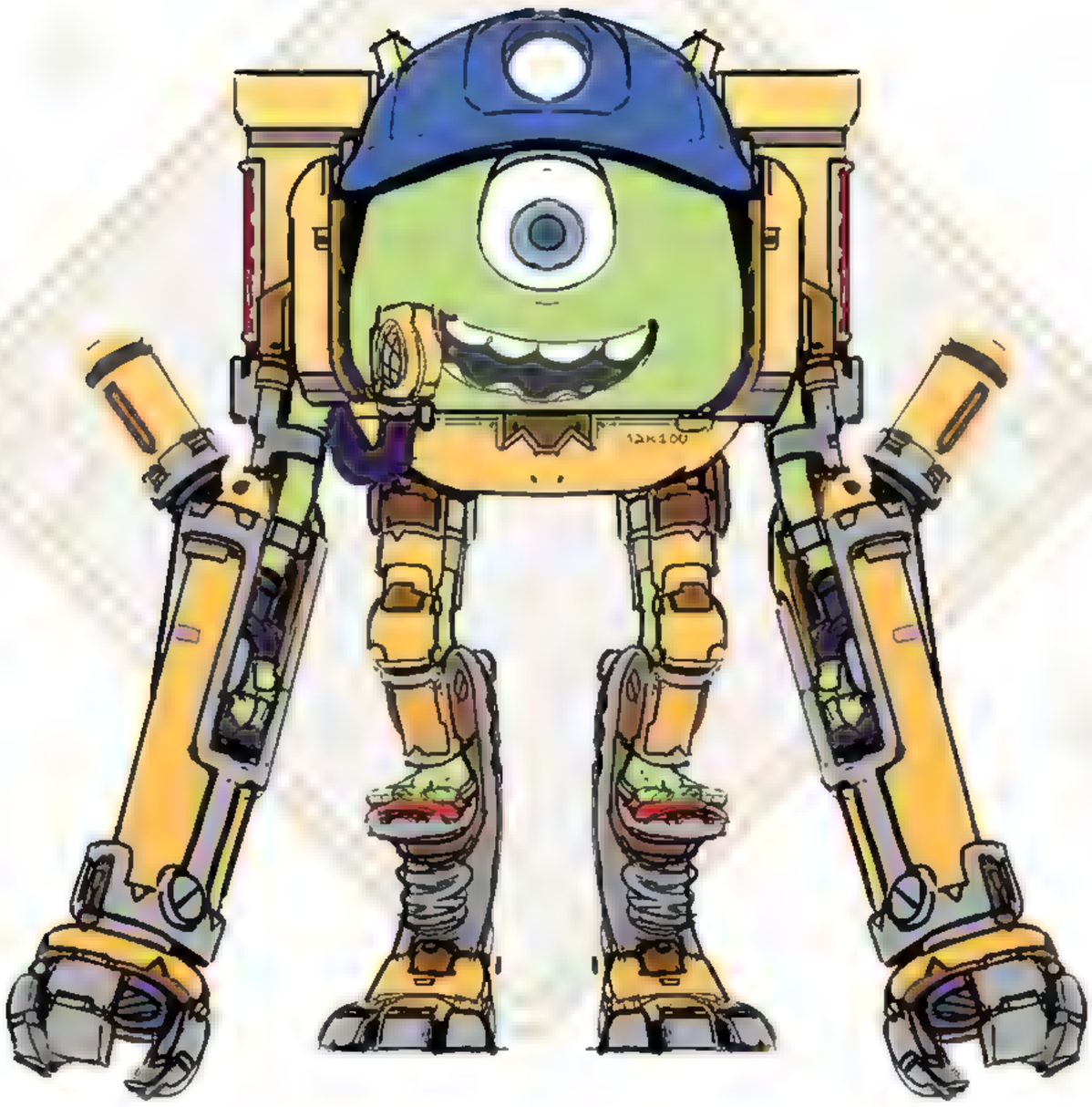
Origin: *Monsters, Inc.* (2001), *Monsters University* (2013)

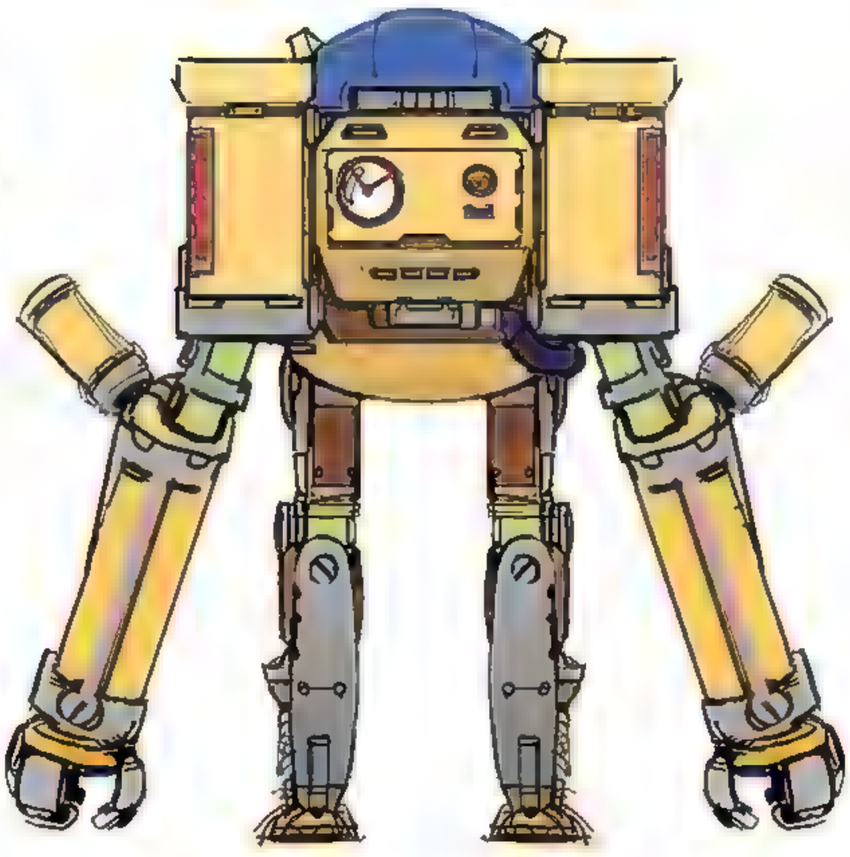
A fearless one-eyed, two-horned, ball-shaped monster who's far better at *being* silly than *scaring* silly, **Mike Wazowski** is currently the top-level comedian at **Monsters, Inc.**! After Mike and his best friend, Sulley, were expelled from **Monsters University**, the duo migrated to Monsters, Inc., where they worked their way up into being the best team on record and then shut it all down after discovering a heinous plot by their former classmate **Randall Boggs** and company CEO **Henry J. Waternoose** to extract the screams of young children and use them as a source of power. But now that Sulley is CEO in Waternoose's place, the smart, brave, and often oblivious Mike is thriving! And y'know what? Good for him.

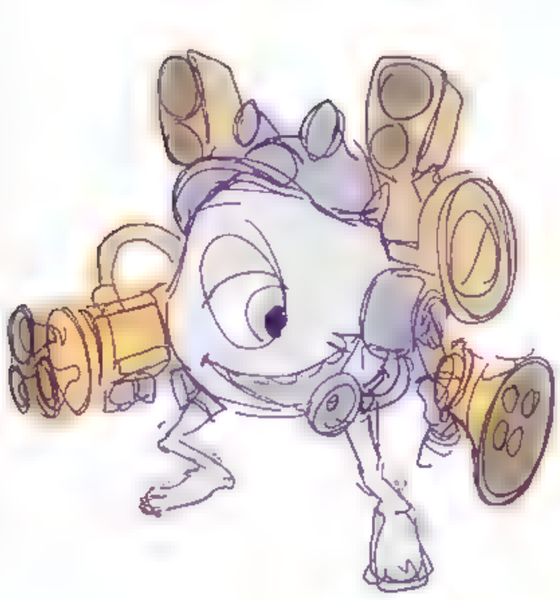
Mike Wazowski has a big personality—with an even bigger mech battle suit to match! **Stellar Magic** has magnified the training abilities of this loyal friend and expert coach to such a degree that he's borderline precognitive, able to anticipate his allies' needs before they're even aware of them!

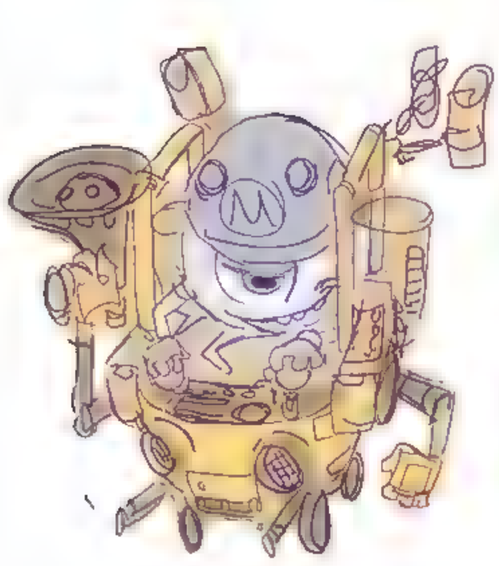
Monstrosity in the Machine

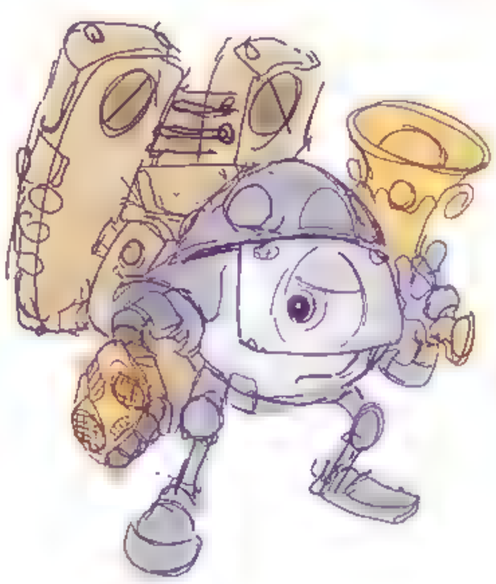
Mike was a favorite design challenge for the team: how do you make what is basically a beach ball look tough and menacing? Well, a big power-loader suit helps! He had to have tech that looked like it would work on the Scare Floor, and it also had to feel like it came from the same place as Sulley's armor.

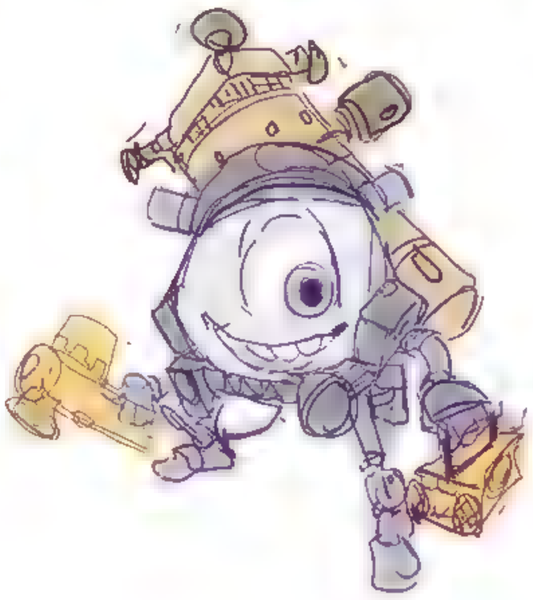








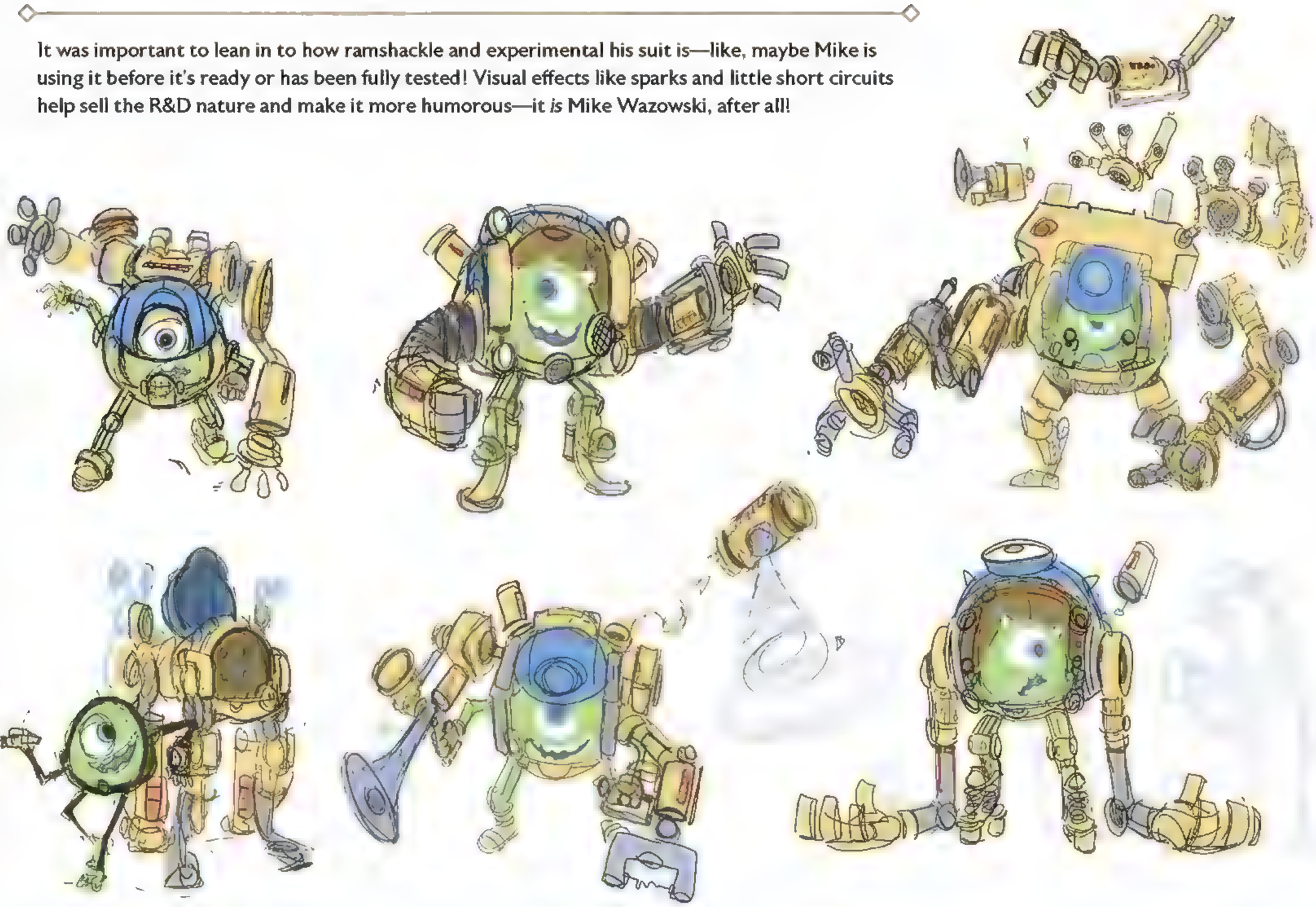




The addition of sonic weaponry was the finishing touch. After all, Mike's voice is his most deadly tool, and arming him appropriately just made sense.

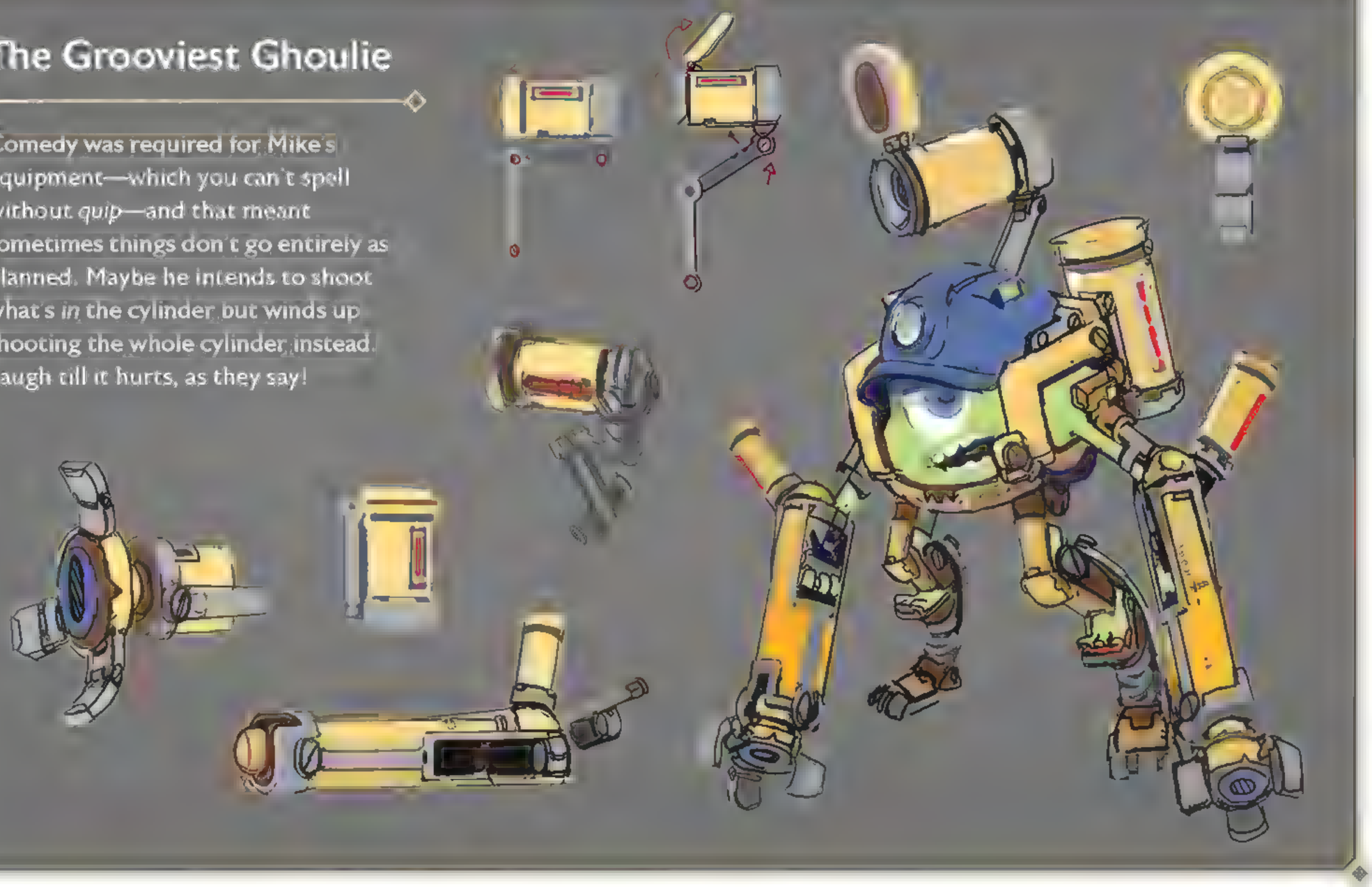
Eye See a Small Monster at Large!

It was important to lean in to how ramshackle and experimental his suit is—like, maybe Mike is using it before it's ready or has been fully tested! Visual effects like sparks and little short circuits help sell the R&D nature and make it more humorous—it *is* Mike Wazowski, after all!



The Grooviest Ghoulie

Comedy was required for Mike's equipment—which you can't spell without *quip*—and that meant sometimes things don't go entirely as planned. Maybe he intends to shoot what's *in* the cylinder but winds up shooting the whole cylinder instead. Laugh till it hurts, as they say!



HIRO HAMADA

GENIUS MATTER PROGRAMMER

Core Ability

Interconnected Relay

Buffs gain potency while Hiro is present. Hiro connects to an ally, and they then resist special ability damage. When connected to a wounded ally, that ally heals over time.

Special Ability

Enhancement Protocol

Hiro connects to all other allies, granting them the effects of his core ability. While Hiro's special ability is active, the effects from his core ability are doubled, and all allies heal slightly.

Signature Ability

Amplification Bridge

While Hiro's special ability is active, Hiro and other allies gain an attack buff. Each time one of Hiro's allies is defeated, Hiro gains an attack buff until the encounter ends.

SUPPORT

Attributes

Attack	06
Defense	03
Focus	04
Vitality	05

New Titanium Alloy

Grants bonus defense at the start of an encounter.

PHC Plugin

Grants extra health at the start of the encounter.

Advanced Sustain Module

While connected to a tank Guardian, Hiro and that ally gain a defense buff. While connected to a support Guardian, the cooldowns of Hiro and that ally's special abilities are reduced.

Advanced Offense Module

While connected to a melee Guardian, Hiro and that ally gain an attack buff. While connected to a ranged Guardian, Hiro and that ally gain a focus buff.

Network Security

When Hiro triggers his special ability, cleanses one attribute debuff from each ally. Hi-Tech allies become immune to purge while connected to Hiro.

Runtime Optimization

While an ally is connected to Hiro, healing and armor granted by that ally are increased. If the ally is Hi-Tech, healing and armor granted by that ally are further increased.

Bigger Hero, Hiro!

Origin: *Sunfire and Big Hero 6* (comics version, 1998), *Big Hero 6* (animated version, 2014)

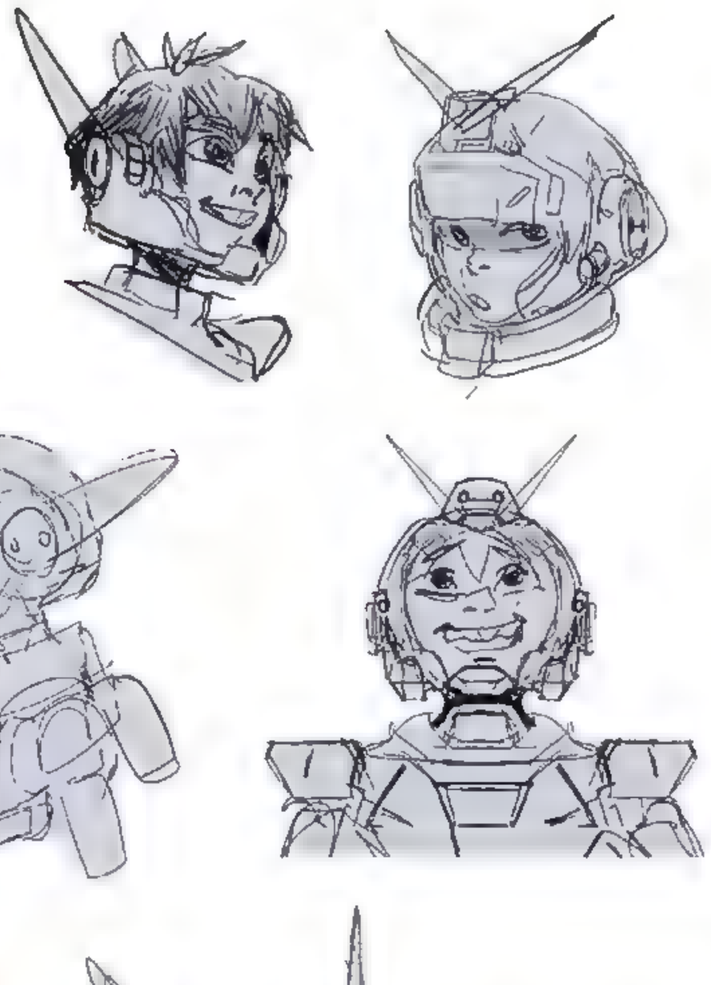
A complex and compassionate teen genius who once spent time participating in illegal robot fights, **Hiro Hamada** was broken by the death of his brother, **Tadashi**, at the hands of a vengeful Kabuki-masked killer named **Yokai**. Taking his friends' core technologies and adapting them into power armors, Hiro was integral in the creation of **San Fransokyo**'s premier superhero team, **Big Hero 6**, and ending Yokai's reign of terror!

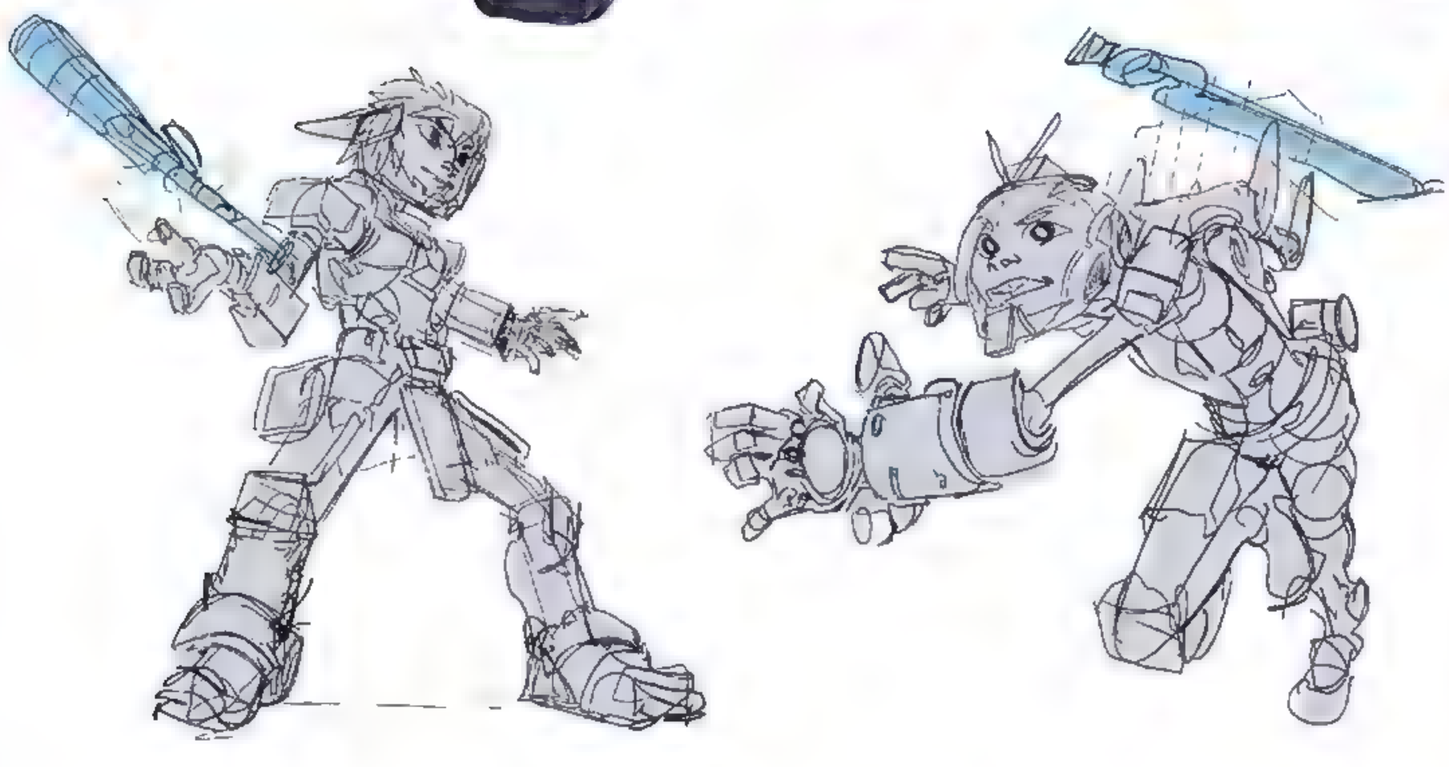
Together, Hiro, his robot companion **Baymax**, and BH6 members **Go Go Tomago**, **Wasabi No-Ginger**, **Honey Lemon**, and **Fred Frederickson** valiantly protect their city from the arrogant businessman **Alistair Krei**, the unstable sociopath **Obake**, the inhuman CEO of Sycorax **Liv Amara**, and the outright bizarre **Noodle Burger Gang**!

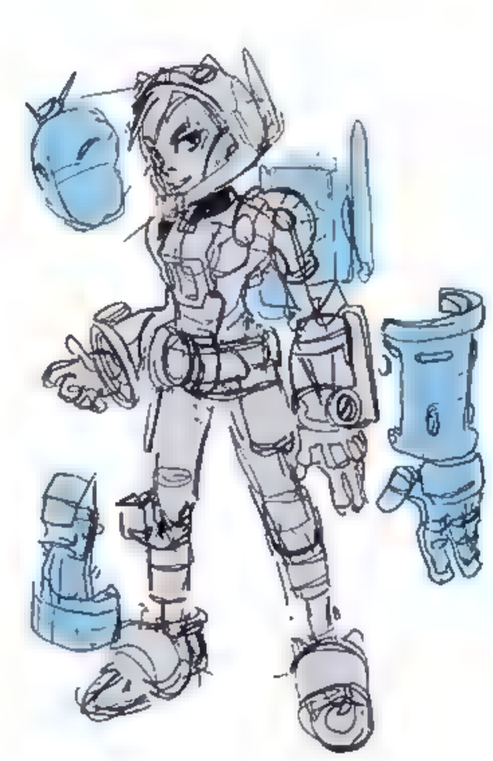
An inventive, tech-savvy genius as well as a loyal friend, Hiro Hamada has been blessed by **Stellar Magic** with the amazing ability of an amplified adaptive mind! What does this mean? With the power to alter the world around him using nanotech and code, he can materialize objects with only his thoughts through a neural-link matter transmitter, basically changing reality around him with his mind!

The Real Makings of a Hiro

Mirrorverse Hiro has the ability to instantly create nanotech objects that he can use as gear. Because he was constantly adding to his physical form, his core shape needed to be slim. Therefore the "base Hiro" is a sleek design that doesn't get too bulked up and unwieldy when he adds his astounding nanogear.







"If This Be My Destiny . . . !"

His wings allow brief ascension into the air when he uses his special ability to buff others, almost as though the wings are acting as an amplifier dish that directs energy to his allies. How does he know what buffs his allies need? His helmet allows him to thought-link with them!

A Brave and Bold New Hiro

When Hiro uses his nanotech to create a weapon, the energy it shoots is a particle blast that appears blocky and pixelated, owing to its nanotech origins.

MR. INCREDIBLE

JUSTICE REFORGED

TANK

Attributes

- Attack 07
- Defense 07
- Focus 01
- Vitality 06

Core Ability

Incredible Strength

Mr. Incredible is immune to knock back, except from Special Abilities. Mr. Incredible gains a Kinetic charge, increasing damage resistance. Mr. Incredible's heavy attack can interrupt Special Abilities.

Special Ability

Unstoppable Justice

Mr. Incredible gains armor, Kinetic charges, and deals major damage to his target, inflicting Kinetic knock back. Mr. Incredible gains an Unstoppable Justice charge. His basic attacks purge attack buffs and he activates his heavy attack Kinetic knock back continuously. When this expires, he loses all Kinetic charges and gains a defense buff.

Signature Ability

Kinetic Explosion

After Unstoppable Justice expires, Mr. Incredible damages and inflicts Kinetic knock back to nearby enemies. When an enemy inflicted with Kinetic knock back hits another enemy they both take damage.

Super Strong

Grants an attack bonus at the start of an encounter.

Super Tough

Grants a defense bonus at the start of an encounter.

Charged Punches

When Mr. Incredible uses four consecutive basic attacks, he gains a Kinetic charge. Each Kinetic charge also increases basic attack damage.

Determined

At the start of each combat, Mr. Incredible gains a defense buff until the end of the encounter.

Advanced Super Suit

Whenever Mr. Incredible gains a Kinetic charge, he gains a defense buff until the end of combat. Mr. Incredible's heavy attack deals additional damage.

Show Time!

When Mr. Incredible uses his special ability, he gains an additional armor. Whenever Mr. Incredible gains a Kinetic charge, he also gains an attack buff until the end of combat.

That's Incredible!

Origin: *The Incredibles* (2004), *Incredibles 2* (2018)

Unfairly forced into hiding and early retirement due to the **Superhero Relocation Act**, which banned vigilante heroism, **Robert "Bob" Parr (Mr. Incredible)** and his wife, **Helen (Elastigirl)**, reluctantly resigned themselves to civilian life with their children, **Violet**, **Dash**, and baby **Jack-Jack**. But you can't keep a good family down! With "supers" made legal again after attacks from villains like **Syndrome** and the **Screenslaver**, times are changing. Blessed with the powers of megastrength and near invulnerability, Mr. Incredible is a loving middle-aged househusband with chronic hero syndrome, a strong sense of justice, and a powerfully . . . *incredible* desire to save the innocent!

Mr. Incredible has always possessed superstrength, but **Stellar Magic** has granted him a new superpower in the Mirrorverse: his legendary bravado can manifest itself as raw energy, providing him with extra power, which he channels *inward* to gain even more strength or *outward* as bursts of pure kinetic force! Incredible indeed!

All-Star Incredible

How do you make someone incredibly strong look even stronger? The designers didn't want to further bulk up his body, since he's a big guy already. So they turned to his suit. With a finish reminiscent of carbon fiber, it looks like it can withstand the kind of punishment Mr. Incredible doles out.

Several iterations had him with bare arms to show off his strength, but it was decided that it wasn't discreet enough. He's not trying to call attention to himself; he's trying to be sleek and effective, not showboaty.

For the Incredible Who Has Everything

Stellar influence on his kinetic energy meant that every part of his new outfit had to look and be durable. Edna Mode clearly designed his new costume with high-tech materials.

Mirror World's Finest

His kinetic powers that came about as a result of Stellar Magic took some iteration to land on their final design. They had to express outward force while moving all lines and color to his fists, the business end of his new look.

SNOW WHITE

STALWART FRIEND OF THE FOREST

MELEE

Attributes

Vitality	08
Attack	05
Defense	02
Focus	05

Core Ability — Rosewood Armor

Immune to Poison. Snow White gains Thorns charge, granting additional defense. If hit by an attack from a melee or tank, she loses one charge. Snow White's heavy attack can deal extra damage. Additional Thorns increase this chance.

Special Ability — Thornhammer Surge

Deals major damage and inflicts the targets with knock back. Snow White lures all enemies.

Signature Ability — Rampant Brambles

When Snow White's Thorns deal damage, it inflicts a Wound, dealing damage over time. Each time Snow White hits an enemy with a heavy attack, she gains a Thorns charge.

Friend to the Mighty

Grants extra attack at the start of an encounter.

Friend to the Stalwart

Grants extra defense at the start of an encounter.

Friend to the Porcupine

Snow White's Thorns now deal additional damage.

Friend to the Spider

After Snow White hits an enemy with a heavy attack, she has a high chance to root them.

Friend to the Bear

Snow White's heavy attack deals additional damage. Heavy attacks from allies deal additional damage to enemies inflicted with a Root, or when an ally has a Lure active.

Friend to the Bees

Snow White's special ability deals additional damage for each Thorns charge. Snow White's special ability grants her an attack buff until the end of combat.

. . . Who's the Fairest of Them All?

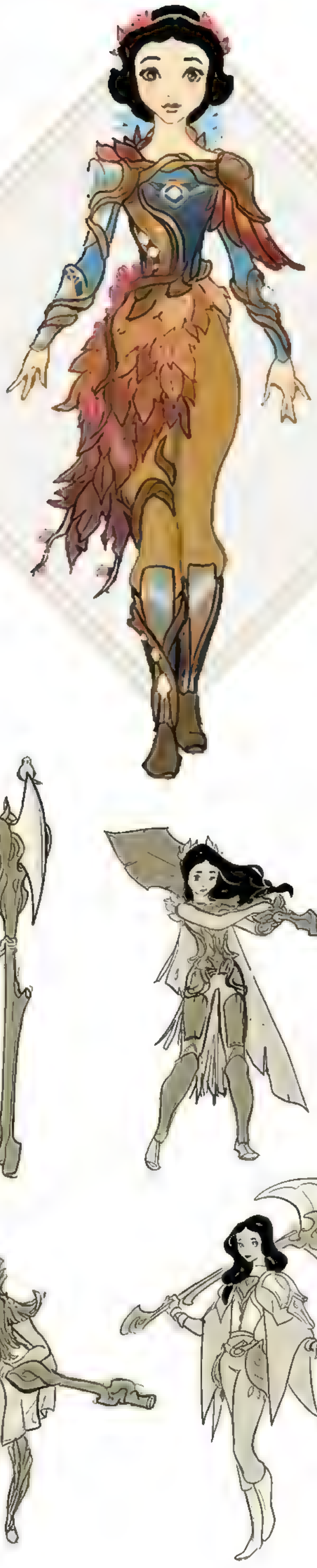
Origin: *Snow White and the Seven Dwarfs* (1937)

Holding the honor of being the first Disney Princess, **Snow White** is pure-heartedness personified. An eternally optimistic girl who is blissfully in tune with nature, Snow White genuinely doesn't have a mean bone in her body. She sees the good in anything and everything—sometimes to her detriment. It is this unwavering trust that spurs her friends, **Happy**, **Sleepy**, **Sneezy**, **Grumpy**, **Bashful**, **Dopey**, and **Doc**, to be wary of her wicked stepmother, the **Evil Queen** . . .

A sweet and stalwart friend of the forest who is equally at home in the woods as she is in a castle, Snow White is the portrait of resilience and optimism. Her abilities as a nurturing motivator have been enhanced by **Stellar Magic** to the point that she can call on the forest and its inhabitants to help her in her quests. Her weapon and armor are drawn from nature itself!

Snowpiercer

Some early ideations made her weapon a spear, an axe, a hammer, and a pole arm, but ultimately a pickaxe seemed most appropriate for such a staunch ally of the mining-oriented Seven Dwarfs. Besides, an axe would have never suited her, as it can be used to harm trees!



Don't Mess with Mother Nature

Several different hairstyles were floated, but ultimately the designers liked the classic look of her hair from the original film the best. The autumnal palette of her attire served to separate her from other characters with green leaf-based designs, like Peter Pan.

Mirrorly Ever After

Her armor and weapon are all gifts of nature given to her rather than harvested so they couldn't look fabricated or forged. Her pickaxe, Thornhammer, has a blade of natural stone or obsidian, while her armor, Rosewood, consists of tough bark wood and magically strengthened flowers and leaves.

THE EVIL QUEEN

POISON-HEARTED MONARCH

SUPPORT

Attributes

Attack	05
Defense	02
Focus	04
Vitality	07

Core Ability

Heartsbane Toxin

The Evil Queen has an additional chance on basic and heavy attacks to inflict her target with Poison. When poisoned enemies are inflicted with a Heartsbane charge, increasing the strength of all Poison damage. The Evil Queen's basic attacks deal less damage.

Special Ability

Heartsbane Harvest

Each enemy is inflicted with Poison, dealing damage over time. All allies heal slightly over time. Each Heartsbane charge on the enemy team adds additional healing.

Signature Ability

Vial of Living Death

If an enemy is defeated while inflicted with Heartsbane charges, all enemies are inflicted with Heartsbane charge. As long as the Evil Queen is above half HP, her heavy attack inflicts Poison.

Elixir of Constitution
Grants additional health at the start of the encounter.

Bellowing Dram
Grants additional attack buffs at the start of an encounter.

Liquid Weakness
While an enemy is inflicted with Poison and two or more Heartsbane charges, they are inflicted with an attack debuff.

Repellant Draught
While an enemy is inflicted with Poison and three or more Heartsbane charges, they are inflicted with a defense debuff.

Phial of Failure
While enemies are inflicted with Poison and five Heartsbane charges, they are dizzied, reducing their chance of successfully landing basic attacks.

Hopeless Cordial
If an enemy is defeated while inflicted with Poison and eight or more Heartsbane charges, all allies are instantly healed slightly.

Mirrorverse, Mirrorverse on the Wall . . .

Origin: *Snow White and the Seven Dwarfs* (1937)

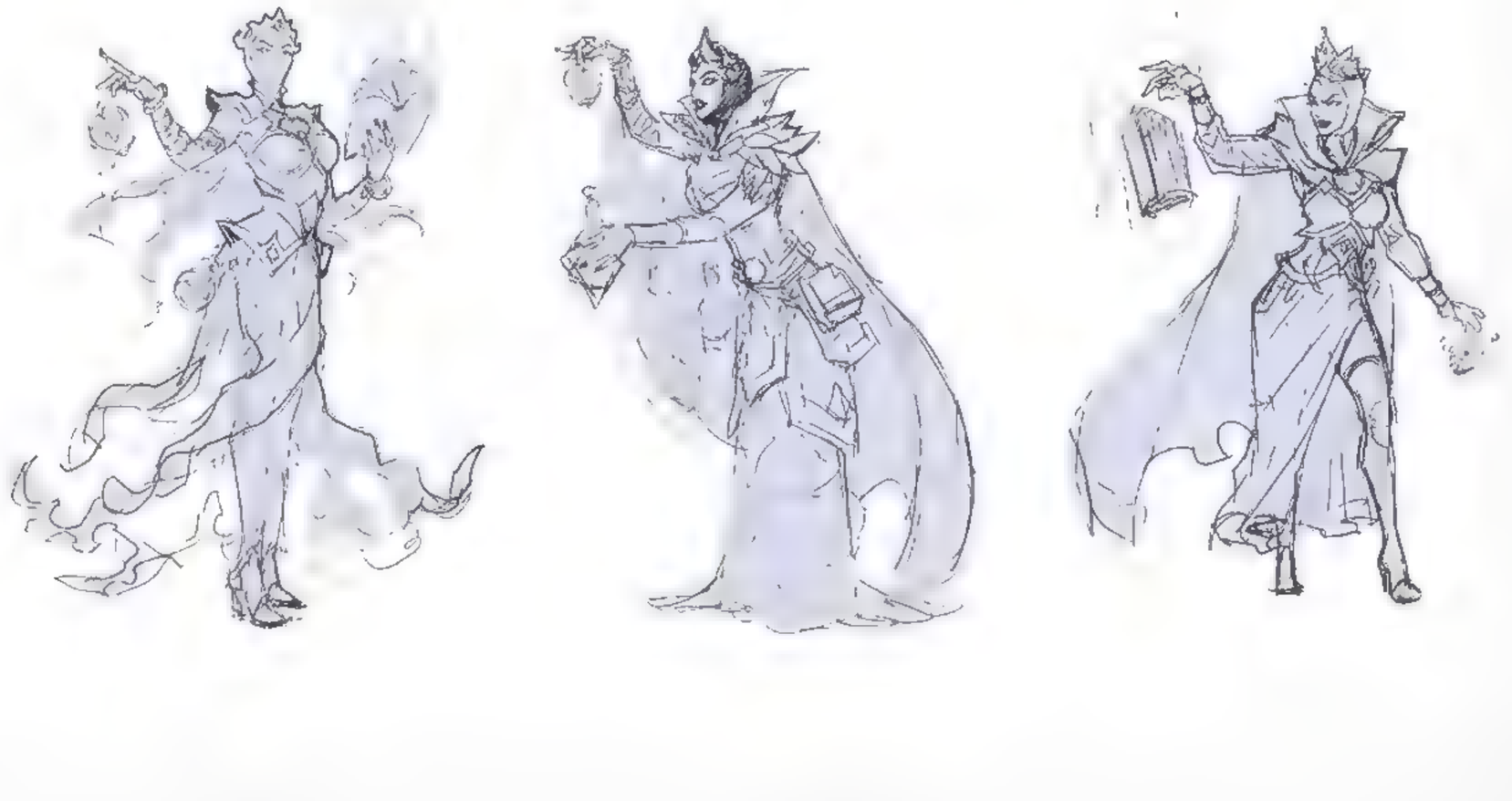
You know you have honed your reputation to awful perfection when others refer to you only as the **Evil Queen**. **Snow White**'s wicked stepmother—and the first Disney movie villain—is evil personified. A fiend with a bent and twisted soul, she is an eerily calm woman ruled by her own jealousy. After learning she's *not* "the fairest one of all," she magically disguises herself as a crone, tricking Snow White into eating a **poisoned apple** and hoping to kill her so she can reclaim the title. She is domineering and sociopathically icy, and *nothing* and *no one* will stand in the way of her dangerous quest for eternal power.

This venomous ruler is not only a powerful sorceress but a potent potions master as well. With **Stellar Magic** hyperfueling her obsessive jealousy, the Evil Queen's heart is full of covetous, spite-filled *rage*! So much so that her poisonous and malignant miasmas seep into not just her potions but everything she does . . .

GLOE: Gorgeous Lady of Evil

The Evil Queen certainly has a blackened heart, but the designers also wanted to show an outward manifestation of this. So her hands bear this blackness as well, and it has crept up her neck and is encroaching on her callous features. This is an effect of her poison, but it's also the result of her nefariousness.

Some initial early concepts also had this stain on her feet and legs, but it didn't read as evil so much as dirty. The skull imagery didn't survive in her design, but it does appear in the VFX for her attacks.



The Fairest Foul of All

Many of the explorations were trying to find the right emotional note, a balance between haughty, strong, and regal. This could have been unappealing, but there was one rule: she had to be beautiful. After all, she was once considered the fairest in the land.

One Bad Apple Spoils the Bunch

Her collar evokes the visual language of he throne and there are many other shapes that echo elements from the film, such as hearts and apples.

CHAPTER 3
THE FRACTURED

What good is a hero without a villain?

You've seen the Guardians: now behold the **Fractured**—frightening creatures made of dark energy from the **Fractured Mirror**!

A hive mind of nonplayer characters who seek to capture the **Stellar Mirror**, the Fractured consist of **Goons** (the grunts of the battle) and corrupted **copies** of transformed heroes and villains seeking to spread chaos. Additionally, the Guardians may find themselves up against **Titanborn**, mighty elemental creatures attracted to the power of the Fractured like moths to flame. It's up to Mickey's Guardians to defeat them all and save their respective worlds!

FRACTURED
RAPUNZEL

FRACTURED
JACK SPARROW

FRACTURED
MALEFICENT

FRACTURED
SULLEY

FRACTURED
JAFAR

FRACTURED
BELLE

FRACTURED
OOGIE BOOGIE

FRACTURED
MULAN

FRACTURED
BUZZ LIGHTYEAR

FRACTURED
SCAR

FRACTURED
BAYMAX

FRACTURED
SCROOGE MCDUCK

FRACTURED
JUDY HOPPS

FRACTURED
GENIE

FRACTURED

IAN LIGHTFOOT

FRACTURED

MINNIE MOUSE

FRACTURED
URSULA

FRACTURED
MERIDA

FRACTURED
GOOFY
FRACTURED
ARIEL

FRACTURED
ANGER

FRACTURED
DONALD DUCK

FRACTURED
HERCULES

FRACTURED
BALOO

FRACTURED
GASTON

FRACTURED
CAPTAIN HOOK

FRACTURED
EVE
FRACTURED
HADES

FRACTURED
JACK SKELLINGTON

FRACTURED
MAUI

FRACTURED
ELSA

FRACTURED
TINKER BELL

FRACTURED
STITCH

FRACTURED
ANNA

FRACTURED

MIKE WAZOWSKI

FRACTURED

HIRO HAMADA

FRACTURED
MR. INCREDIBLE

FRACTURED
SNOW WHITE

FRACTURED
THE EVIL QUEEN

FRACTURED
THE GOONS

FRACTURED

THE GOONS

FEARSOME SOLDIERS MADE FOR BATTLE

ELITE MELEE GOON

06 03 02 03

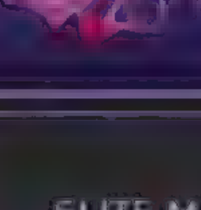
Special Ability

Raging Punish

This Goon deals massive damage in a single heavy strike. It is granted an attack buff for the remainder of the encounter, and cleanses all attribute debuffs from itself.

Core Ability

Healing Suppression



Basic attacks briefly heal block this Goon's target.

ELITE SUPPORT GOON

05 03 02 03

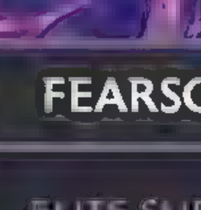
Special Ability

Cleansing Waves

All allies are partially healed and have up to three debuffs cleansed.

Core Ability

Emanating Equalizer



Allies of this Goon are granted an attack and defense buff until it is defeated. If this Goon is defeated, any remaining allies are granted an attack and defense buff for the remainder of the encounter.

ELITE TANK GOON

04 07 01 06

Special Ability

Resolute Smash

Any enemy hit by this attack is stunned, and has any attack buffs purged. This Goon deals massive damage to all nearby enemies in a single strike and grants itself and each ally part of their total defense as armor.

Core Ability

Brace and Flinch

At the beginning of combat, this Goon is granted its total defense as armor.

ELITE RANGE GOON

06 01 06 03

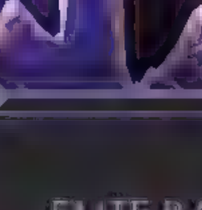
Special Ability

Storm of Arrows

Deals massive damage to all enemies in a small area around the current target. Any enemy hit by this shot is inflicted with a Wound, dealing damage over time.

Core Ability

Debilitating Shot



Critical hits from this Goon inflict a brief defense debuff.

Going! Going! Goon!

The Goons are highly aggressive warriors born of the darkest magic, and their only purpose is to serve as soldiers of the massive **Fractured** army. Initially coaxed from the **Fractured Mirror** by **Maleficent**, they are mostly mindless creatures made of crackling energy, and resemble her own goons, being an assortment of anthropomorphized birds, pigs, and lizards. The four types of color-coded Goons (green for support, blue for tanks, red for melee, and gold for ranged) each deal an assortment of buffs, debuffs, and critical hits. You can get a better look at the detail of **Elite Tank Goon** armor to the right.

The Goons Are Good Enough!

The design of the Goons was inspired by Maleficent's minions in *Sleeping Beauty*, which consisted of the same types of animals shown here, but also included bats and gators. One interesting escalated variant of Goons are the **Elite Goons**, seen above in the **Tank Goon**'s detailed armor design and below in concept art. The more armored they are, the more powerful their attacks and spells!

CHAPTER 4

THE WORLDS OF THE MIRRORVERSE

No hero or villain is complete without a setting for their adventures to take place in, and the Guardians of DISNEY MIRRORVERSE are no different!

What makes the **Mirrorverse worlds** so unique is that they are altered, amplified environments based on their **Source World** counterparts. With each world connected through the **Stellar Mirror**, but not directly connected to the **Source Realm**, the assorted Mirrorverse worlds act as recognizable environments filtered through the brilliant power of **Stellar Influence**!

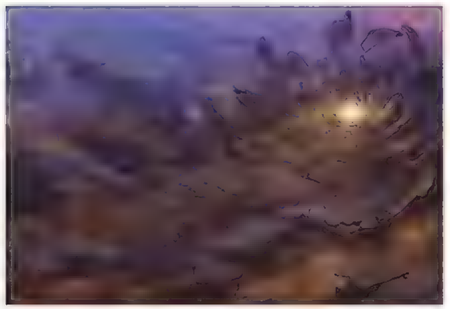
This includes **Stellar Star Crystals** scattered within them, as well as the danger of **Fractured Magic** leaking into and corrupting both their environments and inhabitants like a poison.

Come on a journey to exotic locales begging to be purified—designed to both engage and enrapture the mind! But beware, for here there be **Fractured** . . .

MIRRORFORGE CRATER

Through the Looking Glass

When the two magical stars collided—an occurrence known as the Stellar Event—the worlds of the Mirrorverse split off from the Source Worlds and went in amazing new directions, amplified by Stellar Magic. These new worlds could all be reached via the Stellar Mirror, and thus the hub of all these worlds is called Mirrorforge Crater. Mirrorforge functions as both a port city where the denizens of the Mirrorverse can seek sanctuary from their battles, and as a central command against the threat of the **Fractured** who seek to control the powerful **Stellar Mirror** housed within! Fiercely protected by Mickey and his Guardians, Mirrorforge Crater is the stellar home away from home for all of the assorted Guardians and even a few villains who have defected to the side of good! For now . . .

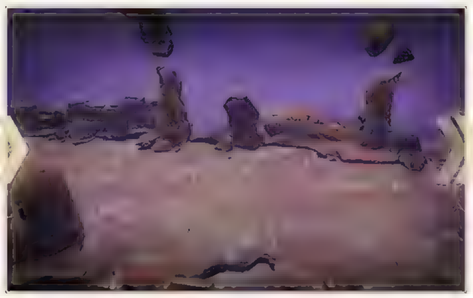


3D Level: Final Design

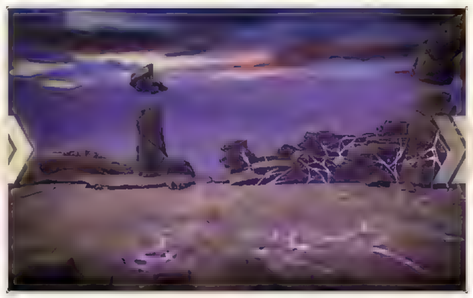
Level 1

Level 2

Level 3



Level 4



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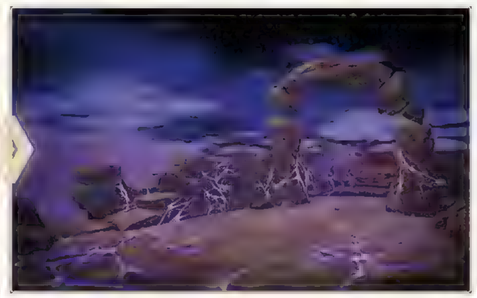
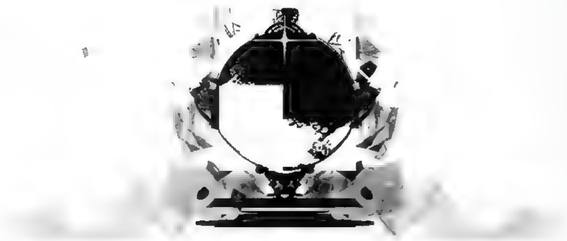
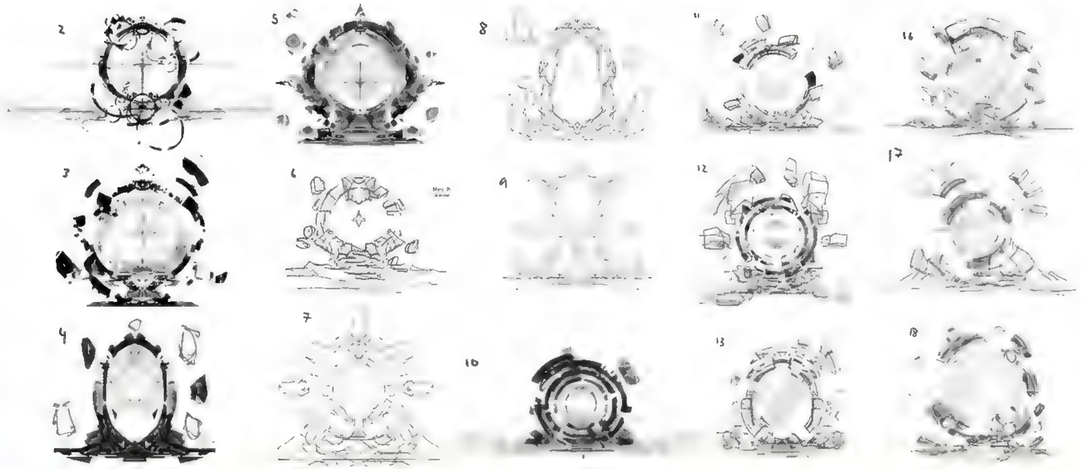
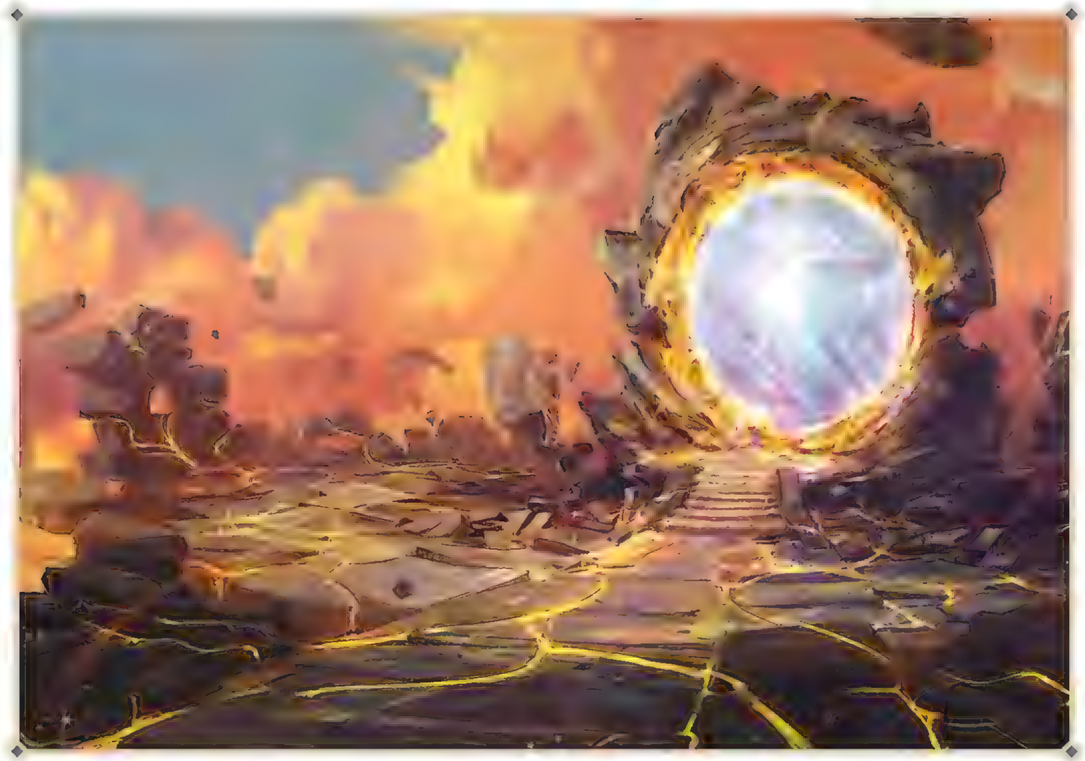


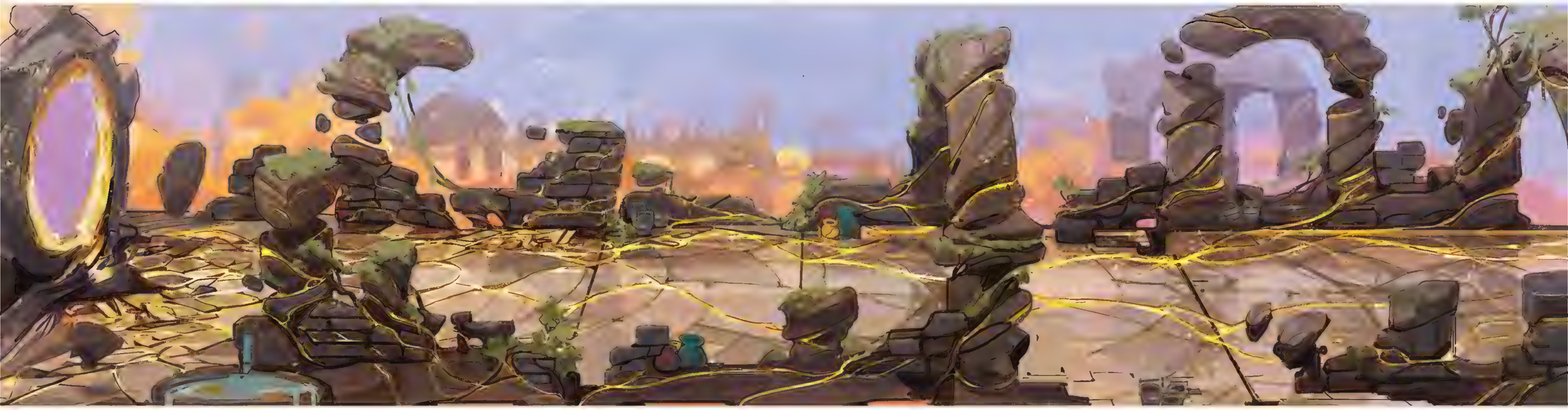
A Look at the Looking Glass

A powerful mirror created by the collision of stars, the **Stellar Mirror** reflects and amplifies all traits of Stellar Light. In the hands of a skilled sorcerer, the Mirror itself can be used to communicate with Guardians and transport any of the divergent characters to the respective mirror worlds. Powered by Star Crystals, it can also be used to produce resources and rare treasures used by the **Guardians** in their ongoing battles against the **Fractured**. Concept art of the Mirror as it went through development is seen below.









Stellar Mirrors on the Wall . . .

As mentioned previously, the **Stellar Mirror** is a powerful artifact utilized by **Mickey Mouse** and the **Guardians** to protect the assorted mirror worlds from the corruption of Fractured magics.

Originally a cosmic mirror inlaid with radiant golden trim and compass points that shine in all cardinal directions, the Stellar Mirror went through several significant design changes, as you can see both below and to the right. These concepts also helped define and shape the general idea of what **Mirrorforge Crater** ultimately came to look like. Notice the cloudy, wispy backdrops, as opposed to the ruins seen on the previous pages. Also notice the various assorted mirrors that once surrounded it as well as the more intricate glassy version with inlaid and levitating Star Crystals. In one aspect you can even see how the Mirror was once in the shape of Mickey Mouse himself! The final Mirror design is on the following page.

Mirrorforge was home to a variety of mirrors both standard and Stellar, but located between the realms of the Source Worlds and the Mirrorverse is the **Magic Mirror**, a neutral character with uncertain motives. The tone and color of Mirrorforge change to reflect what mirrors are present and whether the Magic Mirror himself is there.

CORONA FOREST'S EDGE

Crown Canopy of the Mainland

Located on the mainland away from the island kingdom, **Corona Forest's Edge** is a dense and expansive fairy-tale woodland area which serves as the exclusive starting location to ***Disney Mirrorverse***! The forest itself is home to the **Snuggly Duckling Pub** (don't let the name fool you; it's filled with thieves and ruffians), the terrible **tower** where Mother Gothel locked away a secluded Rapunzel for eighteen years, a dense system of tunnels and caves, and eventually, once you get past the **pond** and **rockpile**, the **bridge** entryway into the kingdom of Corona itself. Serving as a natural green space for the game, Corona Forest's Edge is extremely important because it's one of the first areas you'll visit as well as being the home of the first character you'll play with, **Rapunzel**! Familiar, yet not too familiar, Corona Forest's Edge strategically introduces the player to the plot, players, and mechanics of *Disney Mirrorverse* while grounding them into the game through concepts both new and old.

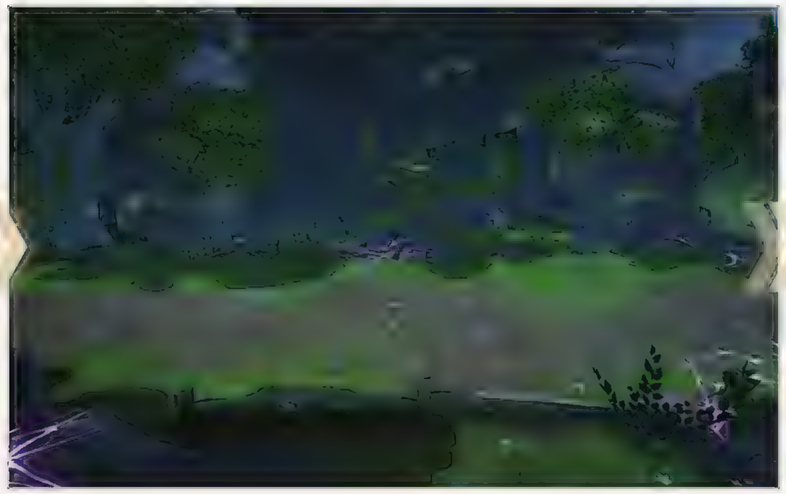
3D Level: Final Design

Level 1

Level 2

3D Level: Final Design

Level 3



Level 4

Level 5

Corona Corrupted

As noted before, Corona Forest's Edge consists of several connected locales that the Guardians will travel through in the hopes of purifying them from Fractured corruption. Below are more detailed looks at how the Fractured influence slowly creeps into the environment, tingeing areas like the rockpile and Snuggly Duckling with purple veins of dark magic that creep into the surrounding areas, corrupting the land with its influence. Cleansing and purifying Mirrorverse worlds like this one is the goal of the Guardians!

Two bird's-eye views of Corona Forest's Edge, pre- and postcorruption. Above you can see all of the assorted locales on your way to the Corona Kingdom—what the Mirrorverse world *should* look like, versus what the Fractured and ultimately corrupted Mirrorverse world looks like below. A pristine spread of the purified Snuggly Duckling can be seen on the following page.

The Snuggly Duckling

AGRABAH

Jewel of the Seven Deserts

Located in a part of the world where caravan camels roam, **Agrabah** is a vibrant and busy city. It is a lived-in desert city-state filled with high-level spires and domes where incredible feats are generally found to be routine! A place where enchantment runs rampant in its alleys—Agrabah is the player's first true taste of endless adventure!

While the team couldn't cover everything when choosing Source World locations to be represented in the game, they could hit the most iconic spots! For Agrabah, few places are more iconic than its labyrinthine **City Bazaar** replete with winding **alleyways**, the **Town Square Carpet Market** which gives its citizens a direct view of the **Sultan's Palace**, and the outer **gates** to one of the seven unnamed deserts which serve as the setting for Aladdin and Genie's many adventures! Meanwhile, the ever-present threat of the Fractured slowly surrounds this sprawling desert oasis . . .

3D Level: Final Design

Level 1

Level 2

CE VISTA

4. VENDOR STALL

5. CITY GATE

6. CITY GATE EXIT

3D Level: Final Design

Level 3

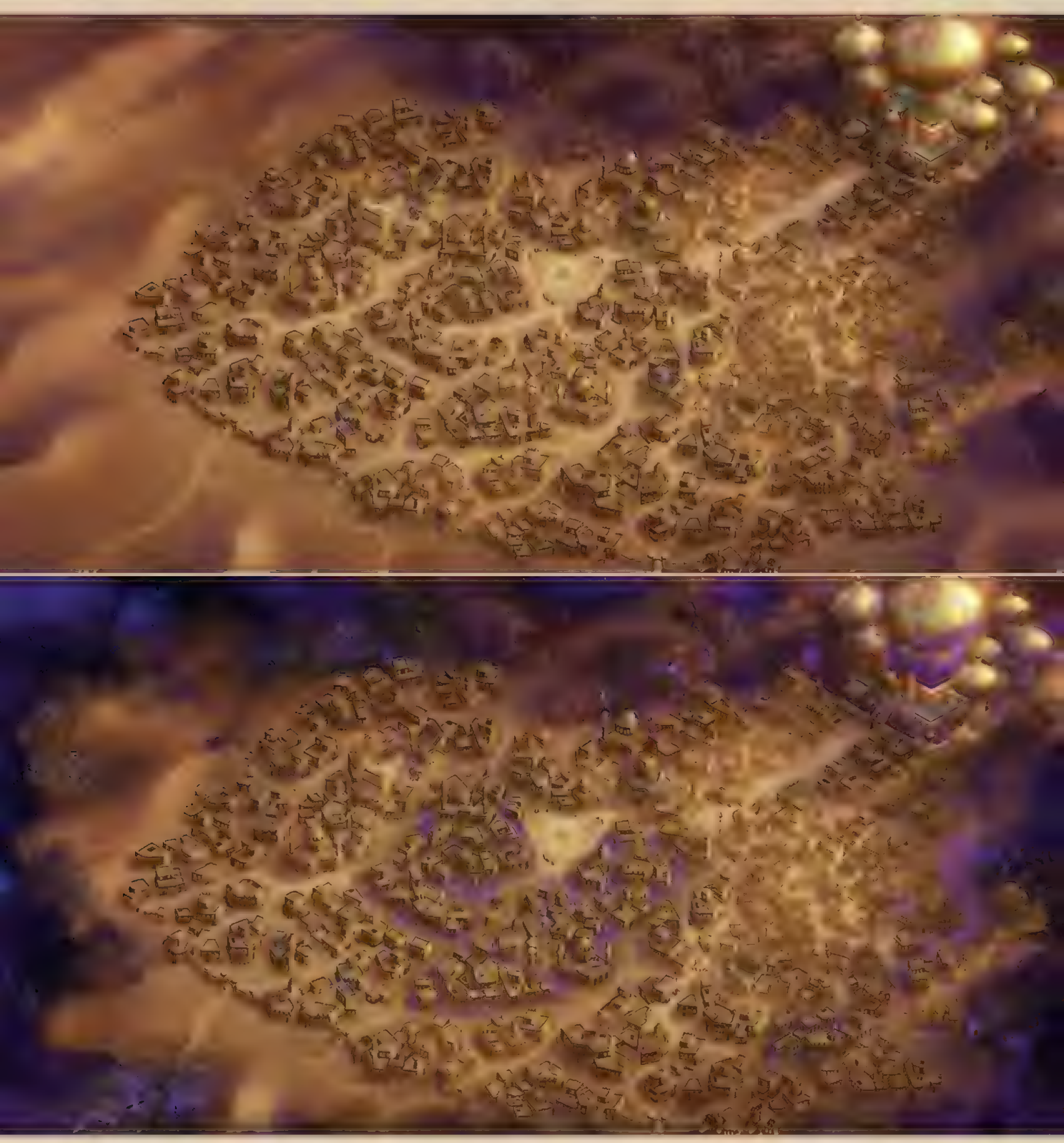
Level 4

Concept Agrab-art

Early concept art for Agrabah gave players a much closer view of the Sultan's Palace as it loomed over the Bazaar and Carpet Market. Oddly enough, here you can see **Sulley** from ***Monster's, Inc.*** wandering the streets! Why him? Well . . . concept art like this helped the design team at Kabam figure out the way their assorted locales would look as well as giving the developers a good idea of how characters not created in tandem with these locales would interact with them.

Strike Up the Sand

Seen below is concept art for the Fractured and corrupted city of Agrabah. Compare and contrast it to the wide spread shown on the previous page. Note the swirling clouds in the skies high above the Sultan's Palace, then take notice of the fuchsia and magenta lightning strikes and compare it to the sheet lightning effects seen in that same spread. This is how concept art helps to define the look and feel of a locale: by giving it a sense of character in its own right. The palace is the centerpiece of Agrabah. The same should be said for Mirrorverse Agrabah as well!



Two bird's-eye views of Agrabah, pre- and postcorruption. Take note of what the large, sprawling city-state Mirrorverse world *should* look like—versus what the Fractured and ultimately corrupted Mirrorverse world looks like below, blanketed in a miasma of Fractured energy. A dark and ominous spread of the Carpet Market and corrupted Sultan's Palace can be seen on the following page.

PORT ROYAL

Any Port in a Storm . . .

Welcome to **Port Royal: Queen's Landing**! A more or less neutral location for both pirates and navy men at the mouth of southeast Jamaica's **Kingston Harbour**, Port Royal is the prospering center of Caribbean trade, perfect for the occasional pirate conflict despite the "hanging" efforts of the **British Royal Navy**. Set under an auspicious twilight sky, the portion of Queen's Landing exclusive to *Disney Mirrorverse* is split into six specific sections: the **harbor** where navy ships trade their wares into the city and unload their crewmen, the fortress **warehouse** where booty is carefully guarded from pirates by the Royal Navy, seedy **alleys** where villains do their dark deeds, the **barracks**, the **bridge** which connects to the opposite side of town, and the **eastern docks** with a sprawling vista of the ocean. But as twilight turns to night, the threat of the Fractured creeps in to consume all . . .

3D Level: Final Design

Level 1

Level 2

3D Level: Final Design

Level 3

Level 4

Level 5

. . . Not Just Any Storm in a Port

Creating a world means giving it character. From palm trees to props, Queen's Landing is a hodgepodge of set pieces designed to unify the world at large and create a cohesive and interesting setting for the player to navigate. Take note of the concept art here as we get a better look at Port Royal's harbor. Creating color studies of the area helps assess how it looks at both night and twilight, while grayscale values, as seen in the shot directly below, help establish the mood.

Speaking of mood, while Queen's Landing is mostly shown through twilit scenery, the concept art shown above depicts experiments with the harbor and barracks at different times of day. This is another way that the artists can help determine the mood they wish to establish and cement as the player explores the area!

With the harbor on one side and the docks on the other, careful attention was made to have Port Royal open ended yet buttressed evenly between the ocean vistas of the two scenes. Notice the warehouse fortress at the harbor and the point-of-view illusion for the bridge's entryway to the docks on the previous spread. Compare and contrast this to the bird's-eye views shown here and you get a good idea of the city layout both pre- and postcorruption.

SCARE FLOOR

Fear Factory!

Welcome to the **Scare Floor**, a colossal warehouse filled with large assortments of closet doors where scream canisters are emptied to provide **Monsters, Inc.**, and ultimately, Monstropolis, with power! As doors to the human world are brought down from the **door vault**, each door is accessed via conveyor belt, allowing monsters to travel to different rooms in different parts of the human world. Split into assorted stations with assorted floors, the factory is an immense, sprawling facility where monsters congregate to both work and converse. For the purposes of the Mirrorverse Scare Floor, we'll focus on **Floor F, Sections 1–11**—a large open warehouse space where Sulley, Mike, and all their other scare partners work. Tread carefully in this vast unit filled with door machinery and cables, as the even scarier influence of the Fractured has crept into its deeper areas . . .

3D Level: Final Design

Level 1

Level 2

INTRODUCE MORE FRACTURED CRACKS. EMBERS & SMOKE, 1 FRACTURED ANIMATED PROP

MAX LEVEL OF FRACTURED MAGIC. WINDOWS LOWERED. LIGHTING DARKER. 2 FRACTURED ANIMATED PROPS

3D Level: Final Design

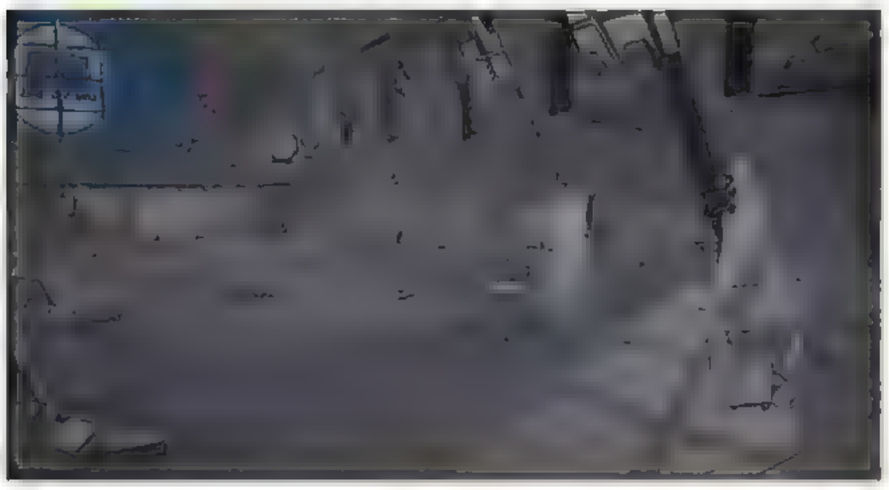
Level 3

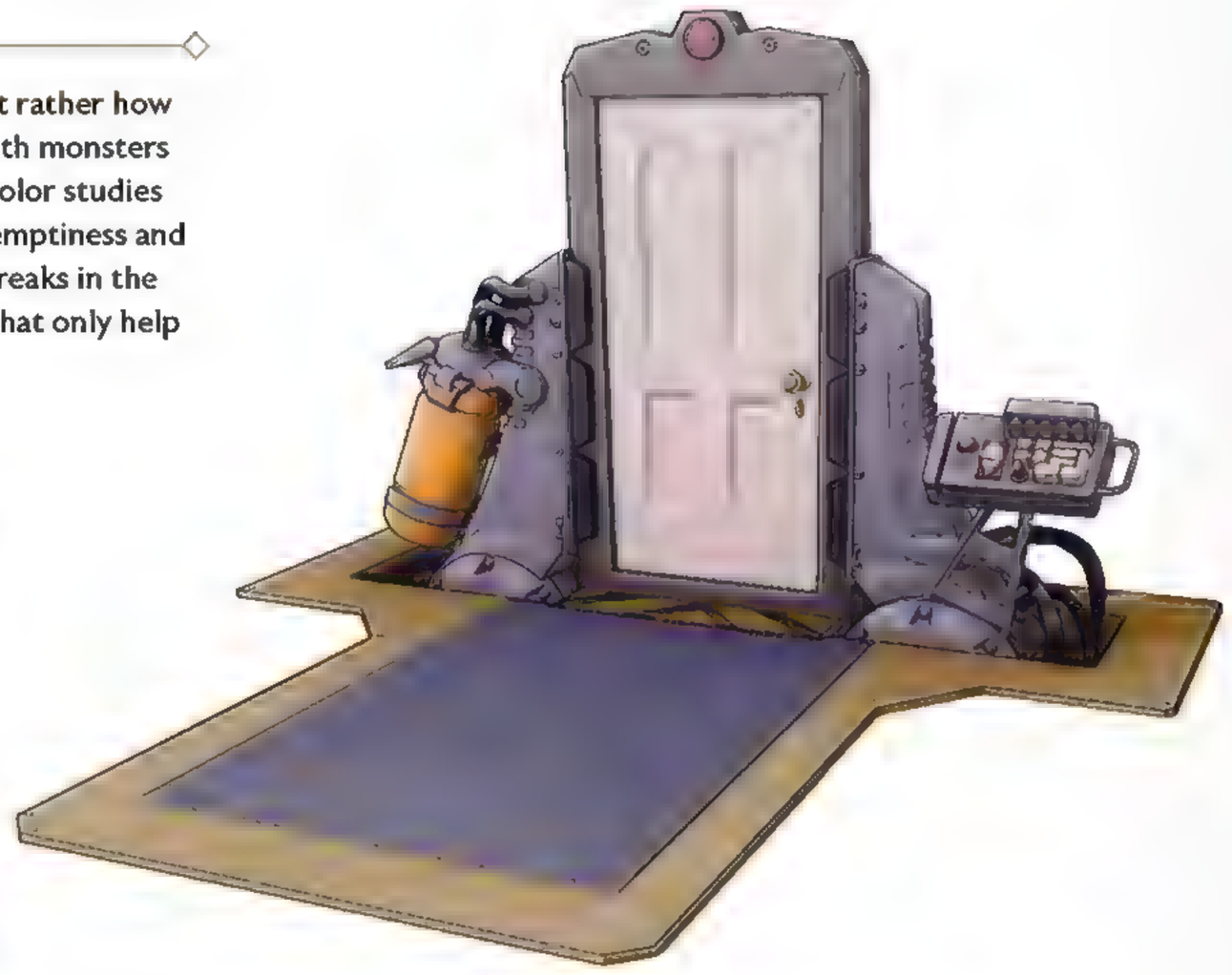
Level 4

Level 5

Scare Tactics

The scariest part of the Mirrorverse Scare Floor isn't its name, but rather how empty and open it is. You'd think that a spooky setting dealing with monsters would be more claustrophobic but, as shown in the lighting and color studies below, part of what makes the Scare Floor so ominous is its vast emptiness and distance. The multicolored scare doors themselves also provide breaks in the vastness, adding curious, indecipherable buttons and machinery that only help to enhance the familiar yet oddly unsettling mood.





On previous pages, we discussed how color and grayscale studies helped establish mood. The same goes for the Scare Floor, depicted here at different times of day. Notice how the night setting creates an eerie fog of light and forces the player's eye to focus on different items that the light shines upon. This is yet another way that the artists help to guide the player.

A bird's-eye-view shot of the Scare Floor with a transparent roof, allowing you to see the full breadth of colors on display. Whereas the Fractured cracks and corruption were much more visible in previous areas, notice how subtle they are here. Looking for the differences between these two shots really helps enforce the mood that the Scare Floor establishes.

Enter DISNEY MIRRORVERSE

and unleash this Dicey Heavy Hitter
OOGIE-BOOGIE!

Disney
MIRRORVERSE

1. Download Disney Mirrorverse on mobile
2. Scan code with your device's camera
3. Follow the prompts to unlock your reward
4. Defend the Mirrorverse!

*Code is valid until September 30, 2025.
One-time use per device account.

Download on the App Store

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